Realm of Chaos™

Slaves to Darkness

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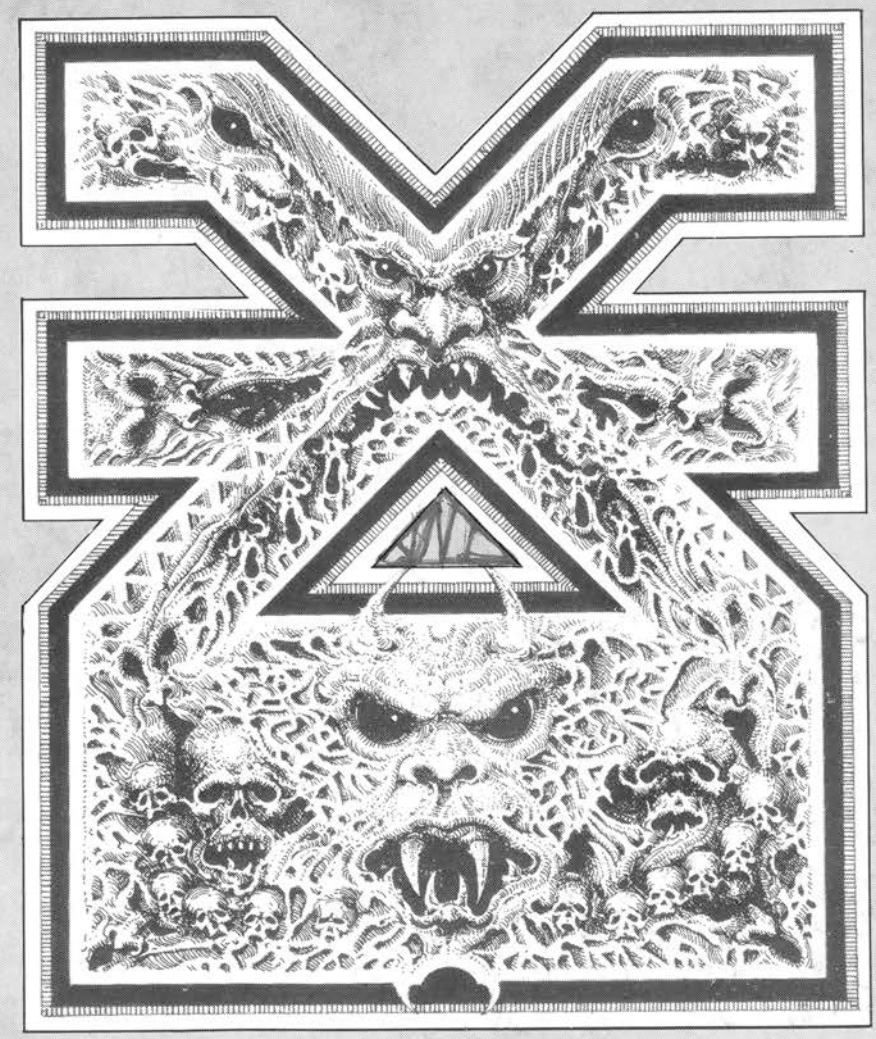

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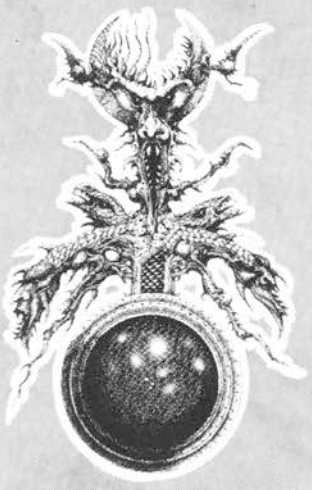

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INQUISITOR THRAX . . .

. . . cleared his throat and dictated the last section of his report.

"The mutants have been eradicated throughout the Chapter. The tainted officers have been slain. The Chapter Master chose to take his own life rather than face his deserved fate. The creatures he summoned have been banished, or have returned to the Warp. From past experience, we know that the link, once broken, must needs be established from our side of the warpgates."

"That will not happen again in this place. My administration of justice has made sure of that. The unfortunate lapses of the last months have been cleansed. Full casualty reports are attached."

"I can now confidently claim that, under their new - and morally pure - corps of officers, the reformed Grey Slayers Chapter of the Legiones Astartes will prove as loyal in future as they did in the past."

"Hail the Emperor!"

"Thrax, Inquisitor Ordinary, This day of etc etc... Make a good copy and then return so that I may seal the despatch."

"Yes, Lord Inquisitor."

Thrax sat down at the former Chapter Master's desk. He had a mind to keep it for his own. The workmanship had a certain naive charm. The inlay work was particularly fine for a backward world, such intricate patterns, such a pleasing arrangement of woods and techplastics. One could almost believe that it all meant something. His finger idly traced across the surface, following the line of a swirl and loop...

In Warpspace something stirred. Its name had almost been used. Soon the Word would be used, and the Way opened. The summoning was happening. It could feel the drawing together of power and intent...

Thrax was thinking hard, and now his finger barely moved. The Chapter Master had been weak, a fool. But the power he had tapped! Properly used, in the service of the Emperor, could it not make him the best, the greatest, of all the Inquisitors? His finger moved across the desktop again, following the inlay...

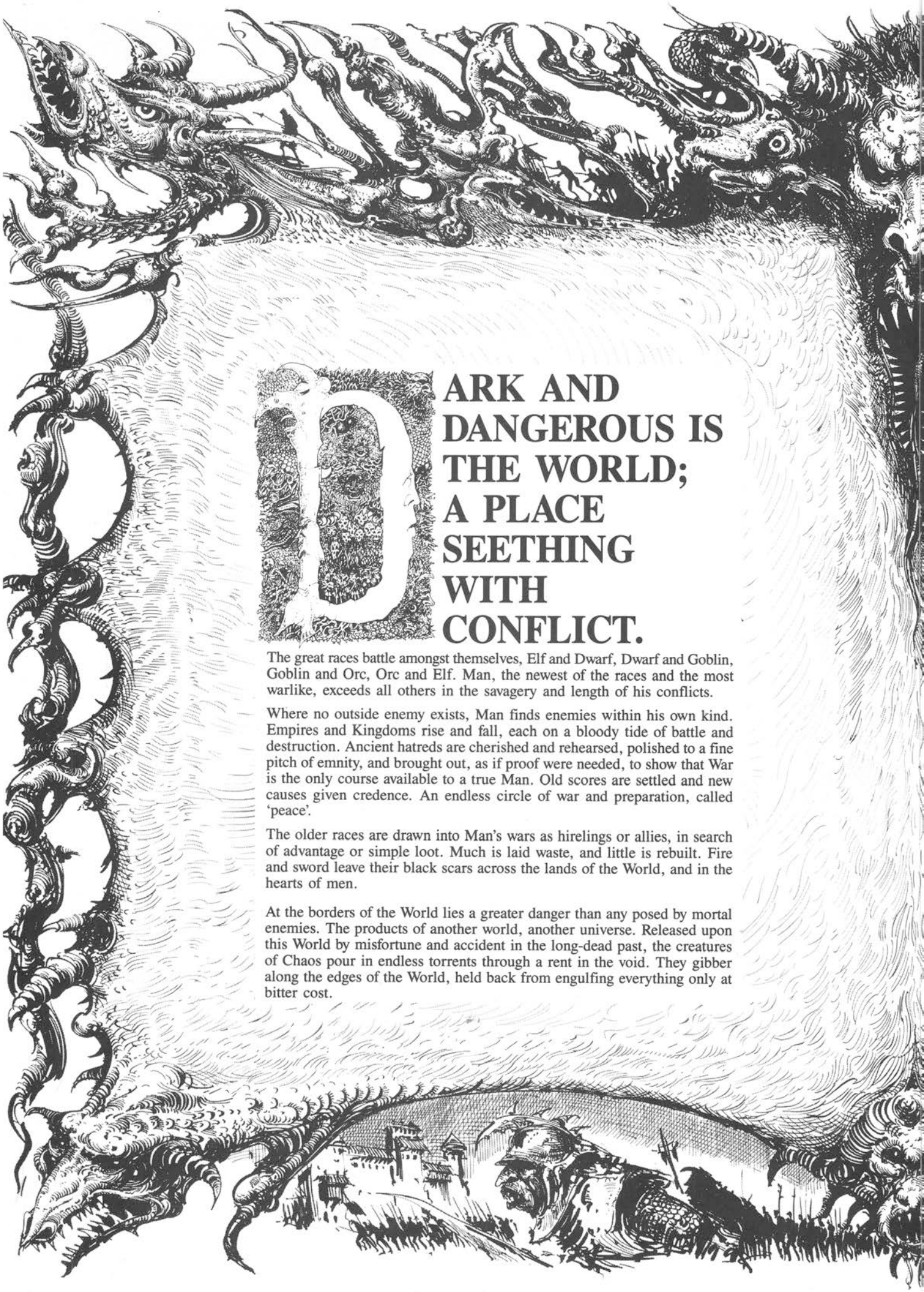
Soon... Soon...

Thrax reached the end of the techplastic line. He half-turned towards something in the corner of his eye. And then he knew...

NOW!

There was a knock on the door. The scribe had returned. "Inquisitor Thrax, I have the copy of your report, Lord." His voice filled with doubt. "Inquisitor... Thrax? My Lord?"

In a rush of mandibles and heaving flesh, Inquisitor Thrax feasted.



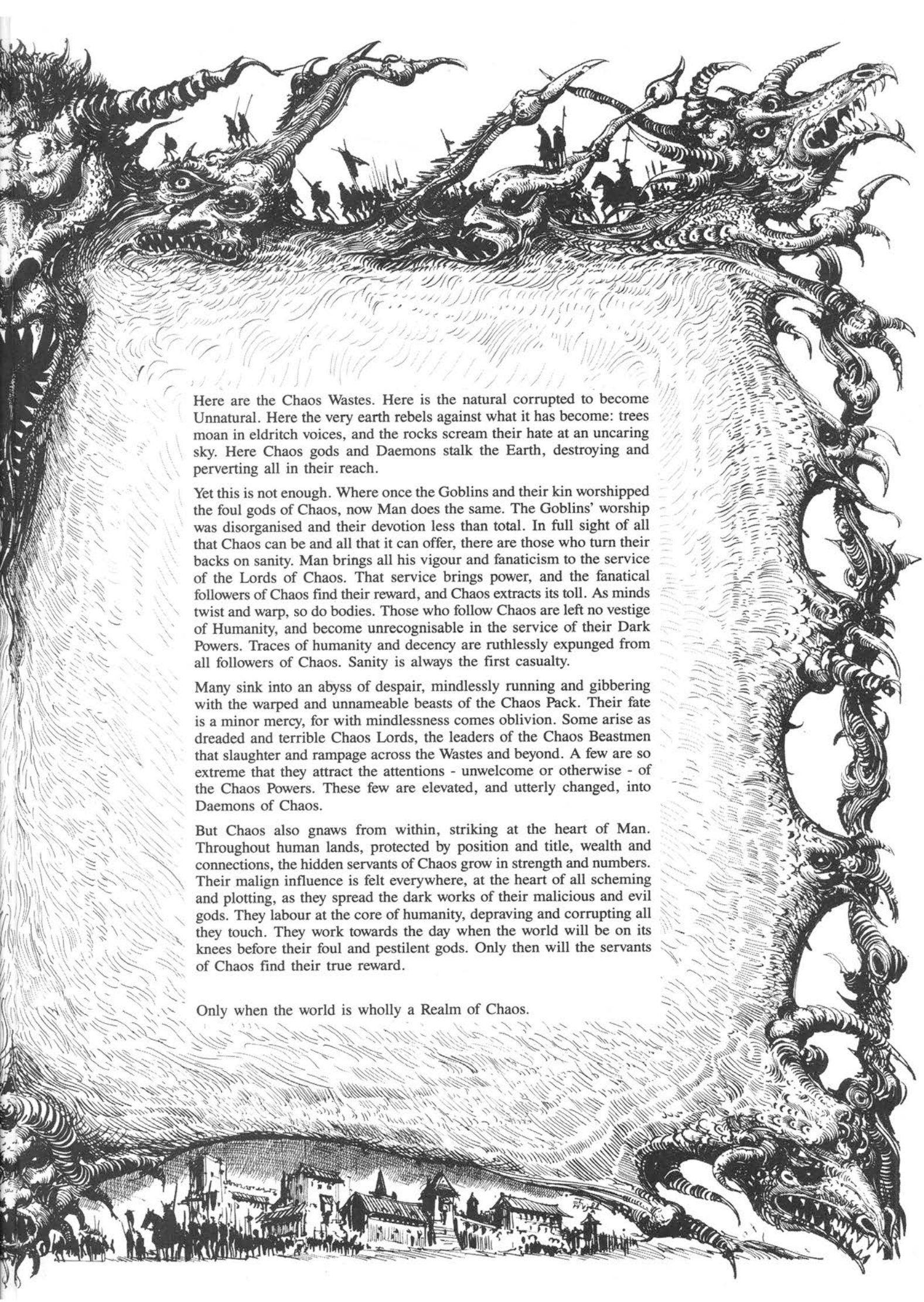
DARK AND DANGEROUS IS THE WORLD; A PLACE SEETHING WITH CONFLICT.

The great races battle amongst themselves, Elf and Dwarf, Dwarf and Goblin, Goblin and Orc, Orc and Elf. Man, the newest of the races and the most warlike, exceeds all others in the savagery and length of his conflicts.

Where no outside enemy exists, Man finds enemies within his own kind. Empires and Kingdoms rise and fall, each on a bloody tide of battle and destruction. Ancient hatreds are cherished and rehearsed, polished to a fine pitch of emnity, and brought out, as if proof were needed, to show that War is the only course available to a true Man. Old scores are settled and new causes given credence. An endless circle of war and preparation, called 'peace'.

The older races are drawn into Man's wars as hirelings or allies, in search of advantage or simple loot. Much is laid waste, and little is rebuilt. Fire and sword leave their black scars across the lands of the World, and in the hearts of men.

At the borders of the World lies a greater danger than any posed by mortal enemies. The products of another world, another universe. Released upon this World by misfortune and accident in the long-dead past, the creatures of Chaos pour in endless torrents through a rent in the void. They gibber along the edges of the World, held back from engulfing everything only at bitter cost.



Here are the Chaos Wastes. Here is the natural corrupted to become Unnatural. Here the very earth rebels against what it has become: trees moan in eldritch voices, and the rocks scream their hate at an uncaring sky. Here Chaos gods and Daemons stalk the Earth, destroying and perverting all in their reach.

Yet this is not enough. Where once the Goblins and their kin worshipped the foul gods of Chaos, now Man does the same. The Goblins' worship was disorganised and their devotion less than total. In full sight of all that Chaos can be and all that it can offer, there are those who turn their backs on sanity. Man brings all his vigour and fanaticism to the service of the Lords of Chaos. That service brings power, and the fanatical followers of Chaos find their reward, and Chaos extracts its toll. As minds twist and warp, so do bodies. Those who follow Chaos are left no vestige of Humanity, and become unrecognisable in the service of their Dark Powers. Traces of humanity and decency are ruthlessly expunged from all followers of Chaos. Sanity is always the first casualty.

Many sink into an abyss of despair, mindlessly running and gibbering with the warped and unnameable beasts of the Chaos Pack. Their fate is a minor mercy, for with mindlessness comes oblivion. Some arise as dreaded and terrible Chaos Lords, the leaders of the Chaos Beastmen that slaughter and rampage across the Wastes and beyond. A few are so extreme that they attract the attentions - unwelcome or otherwise - of the Chaos Powers. These few are elevated, and utterly changed, into Daemons of Chaos.

But Chaos also gnaws from within, striking at the heart of Man. Throughout human lands, protected by position and title, wealth and connections, the hidden servants of Chaos grow in strength and numbers. Their malign influence is felt everywhere, at the heart of all scheming and plotting, as they spread the dark works of their malicious and evil gods. They labour at the core of humanity, depraving and corrupting all they touch. They work towards the day when the world will be on its knees before their foul and pestilent gods. Only then will the servants of Chaos find their true reward.

Only when the world is wholly a Realm of Chaos.

WHAT THIS BOOK CONTAINS

This book, *Slaves to Darkness* is one half of the two volumes that make up *Realm of Chaos*, a supplement for the *Warhammer* range of games. In it, you'll find everything you need for campaigns set in the Chaos Wastes of the Warhammer World or for discovering the minions of Chaos in the very heart of human society.

On the following pages you will find the most complete and definitive details ever published on two of the Powers of Chaos, Khorne and Slaanesh. Their abilities, followers, daemonic underlings, and their dealings with the world of *Warhammer* are all covered. Full details of the magic of Chaos and the foul mutations which warp the bodies and minds of its followers are also included.

Two more Chaos gods, Nurgle and Tzeentch, are presented in **The Lost and the Damned**, the companion **Realm of Chaos** volume.

The **Warhammer Fantasy Battle** gamer will find the followers and creatures of Chaos fully detailed, with example warbands and armies, and complete notes on creating your own Chaos creatures. Notes and tips are provided for the modeller interested in creating Chaos creatures in miniature, and there are also suggestions on organising battles into narrative campaigns.

The **Warhammer 40,000** Gamesmaster will find a complete section introducing Daemons and the followers of Chaos into **WH40K** battles, along with details of the links between Chaos, warpspace and the threat that unrestrained psychic power poses to the Imperium.

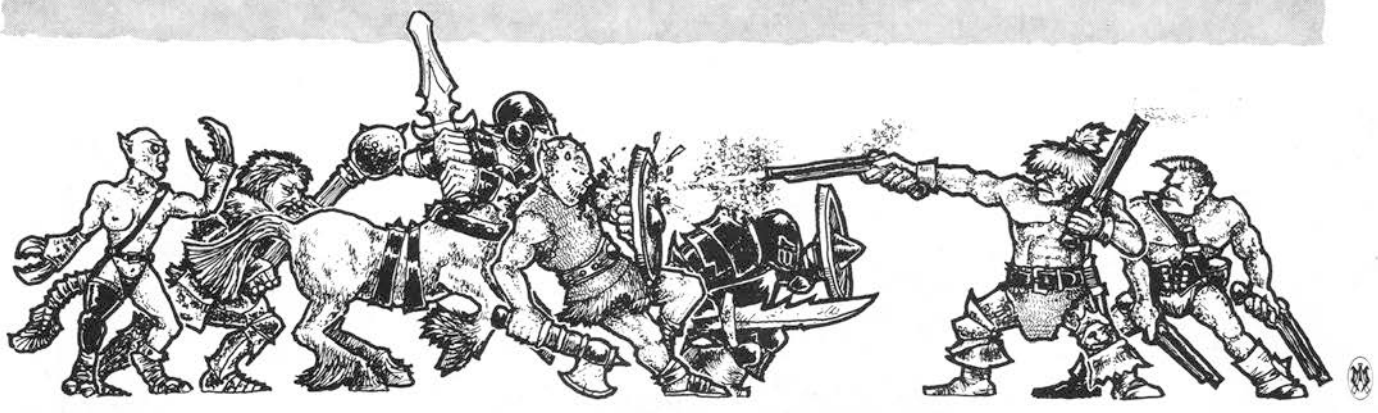
The **Warhammer Fantasy Roleplay** GM will find full profiles for Chaos Warriors and Beastmen, which can be used to develop awe-inspiring NPC followers of Chaos.

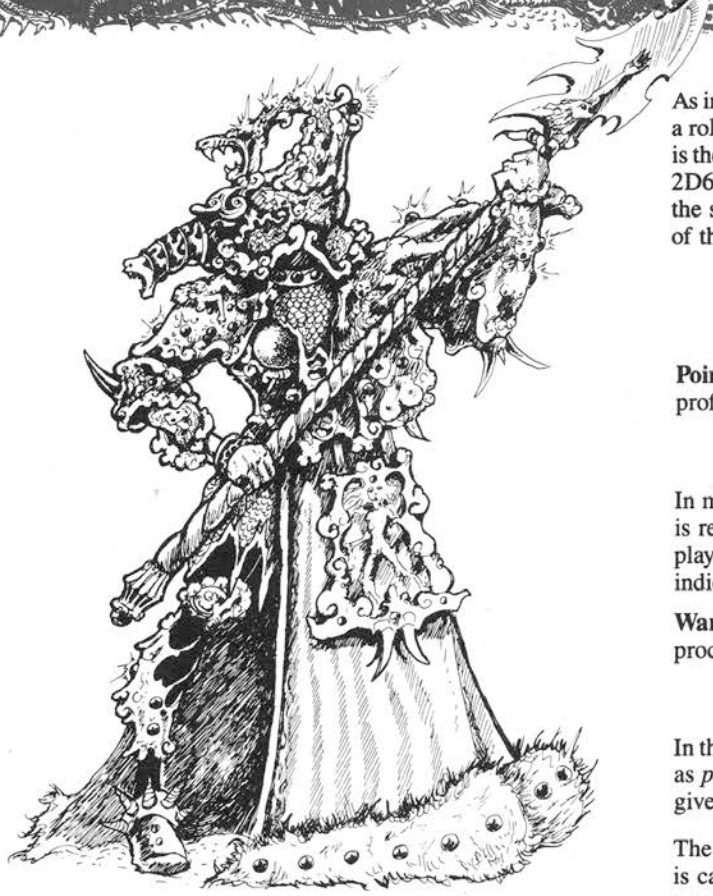
Both volumes of **Realm of Chaos** can be used to create daemonic armies to fight out epic (and smaller scale) table top battles; they can help **WFRP** GMs create villains of staggering evil for roleplaying games; and they can introduce a new element of horror into any **Warhammer** game.

ABBREVIATIONS

The abbreviations used in this volume are the usual ones used in both game systems, and are listed here for ease of reference:

A	*Attacks* characteristic
BS	*Bow* or *Ballistic Skill* characteristic
Cl	*Cool* characteristic
GM	(The) Gamesmaster
I	*Initiative* characteristic
Int	*Intelligence* characteristic
Ld	*Leadership* characteristic
M	*Movement* characteristic
MPs	Magic Points
S	*Strength* characteristic
T	*Toughness* characteristic
W	*Wounds* characteristic
WFB	**Warhammer Fantasy Battle** rules
WFRP	**Warhammer Fantasy Roleplay**
WH40K	**Warhammer 40,000** rules
WP	*Will Power* characteristic
WS	*Weapon Skill* characteristic
PV	Points Value **(WFB/WH40K)**
"	Tabletop inches **(WFB/WH40K)**
AP	Armour Points **(WFRP)**
Dex	*Dexterity* characteristic **(WFRP)**
EP	Experience Points **(WFRP)**
Fel	*Fellowship* characteristic **(WFRP)**
NPC	Non-player character **(WFRP)**
PC	Player character **(WFRP)**
yds	Yards **(WFRP)**





HOW TO USE REALM OF CHAOS

There are several conventions used in this volume, to avoid the necessity of repeating certain pieces of information over and over again. These are:

GAME RULES

The information in this supplement is for the **Warhammer Fantasy Battle**, **Warhammer 40,000** and **Warhammer Fantasy Roleplay** rules.

Sometimes rules are given for one system which have no counterpart in the other, and these are prefaced with **WFB**, **WH40K** or **WFRP** as appropriate. Where game information is specific to one system, it is presented in one of two ways:

- As two short items separated by a slash (/). This information is always represented in the following order: **Warhammer Fantasy Battle** and **Warhammer 40,000/ Warhammer Fantasy Roleplay.**

- As separate subsections headed **WFB**, **WH40K** or **WFRP** as appropriate.

DICE

As in all Warhammer game systems, **D***n* is the number resulting from a roll of one *n*-sided die: D6, for example, gives a result of 1-6. *x***D***n* is the number resulting from the rolling of *x* number of *n*-sided dice: 2D6, for example, can give a result from 2-12. **D***n*+*y* or *x***D***n*+*y* are the same as the previous cases, except that you add *y* to the result of the roll. For example D6+2 or 4D6+3.

WARHAMMER FANTASY BATTLE PROFILES

Points Value: This is added onto the end of the **WFB** and **WH40K** profiles, under the heading **PV**.

TESTS

In many parts of this supplement, *tests* are called for. When a test is required, **Warhammer Fantasy Battle** or **Warhammer 40,000** players should roll 2D6. If the result is less than or equal to the indicated characteristic, the test is successful.

Warhammer Fantasy Roleplay players should follow the test procedure in the main **WFRP** rulebook.

POISONOUS ATTACKS

In the *Special Rules* for a creature, an attack form may be described as *poisonous*. In some cases, the nature of the *poisonous* attack is given; in others it is not.

The general rule in **WFB** for *poisons* is that any *poisonous* attack is calculated as having a +1 bonus to the creature's *Strength*. For example, if a creature has a *Strength* of 4 and a *venomous bite*, its *Strength* is considered to be 5. This can also be applied to **WH40K**.

Where creatures have *poisonous* attacks, or a *poisonous* breath, this is specifically mentioned together with a note of the *Strength* bonus that applies if this is greater than +1.

Poisons affect all living creatures, but are useless against undead, ethereal, daemonic or elemental creatures - although attacks will still have their normal *Strength* value in most cases. Gases and breath weapons will be completely ineffective against such creatures, of course.

WFRP GMs have the following options:

1. If the creature is one that is described in the **WFRP** *Bestiary*, follow the rules there for its *venomous* attack form;
2. *Poisonous* attacks cause death or coma in 2D6 rounds unless the victim makes a successful *poison* test;
3. Develop your own rules for each poisonous creature, based on the standard poisons;
4. Develop your own rules for each poisonous creature, based on the nearest creature type from the **WFRP** *Bestiary*. For example, something with a scorpion tail will follow the rules for the Giant Scorpion or the Manticore, as you prefer.

HE SPREAD OF CHAOS

In the incalculably distant past, the World was visited by the starfaring race known as the Old Slann. Their degree of scientific advancement caused some of the species they met with to worship them as gods, while others reviled them as demons. The Old Slann performed many scientific experiments on the World, and although the knowledge of their presence is lost in the present day, many of the races which inhabit the World found their origin in these experiments.

The Old Slann travelled by means of interdimensional gateways, spanning the distances between the stars by travelling through 'warpspace', a parallel dimension which connects all points in the material universe. One of their first tasks upon arriving on the World was to set up a pair of gateways, one at each pole of the planet, to allow them to come and go as they pleased.

Warpspace, however, was not an empty void, but was composed of a form of power wholly alien to the material universe. It was inhabited by entities who were equally alien. As their great ships travelled through warpspace the Old Slann protected themselves with powerful enchantments, but eventually something went dreadfully wrong.

Precisely what happened can now only be guessed. Perhaps the protective enchantments broke down, or the beings that lived in warpspace found some way to overcome them. Or perhaps the gateways broke down under the strain of the magical forces that cycled continually through them. Whatever the cause, the gateways collapsed. Both poles were destroyed, and permanent dimensional tunnels were created between the World and the void of warpspace.

Among the matter sucked through into the World is warpstone, a substance formed of the condensed and solidified essence of Chaos. Warpstone dust rained down upon the World at the time of the catastrophe, twisting many races into strange and horrible shapes and leading to the creation of many new species. The fallout of warpstone dust was also the catalyst that stimulated the development of the Human race, giving it the versatility and lust for change that led to the present Human dominance over many parts of the World. Although few Humans are aware of this, and fewer still would ever admit it, Chaos has left a lasting mark on the Human race, and it is among Humans that Chaos finds its richest source of willing servants.

Many beings from the void chose to send a part of their substance to the World. Some were comparatively small and weak, while others were possessed of almost incalculable power. Thus were born the gods of Law and the gods of Chaos and their daemonic minions. The natural laws of the material universe affected their alien substance in many strange ways, giving them forms and powers which they had not possessed in their home dimension, and they found that they were able to hold sway over the inhabitants of the World, and to use them for the furtherance of their own unfathomable ambitions. There was a constant struggle between the followers of Law and those of Chaos. The gods of Law were few and comparatively weak, but their unity made up for their lack of numbers.

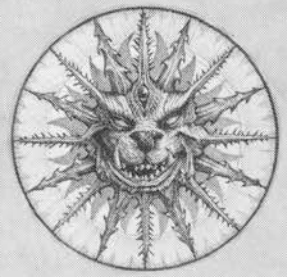
Seven thousand years later, the battle between Law and Chaos still rages across the face of the World, with most of its mortal inhabitants caught helplessly in the middle. The dimensional openings at the poles change constantly, shrinking with the ascension of Law, and growing as Chaos gains the upper hand. All the while, a constant stream of raw Chaos floods through from the void.

For millennia, the tide of Chaos has ebbed and flowed across the face of the World. The worst incident in recent history was the great Incursion of Chaos 200 years ago, when Norsca was completely overrun and the Chaos hordes ravaged the northern parts of the Old World.

This tide is, however, only a single aspect of Chaos. It also acts in subtler ways. Human agents worm their way into positions of authority in many places, and work to further the ends of their unspeakable masters... Chaos is a quick and easy road to power for those with the daring to take it; a daring that is always foolhardy, rash and short-sighted. Chaos has many perils, and a terrible price: it ensnares and seduces, flatters and enriches, mutates and corrupts and, ultimately, destroys. Those who follow Chaos willingly do so at the cost of their sanity, their humanity and their souls.

And in warpspace, the primal void of Chaos, the beings of Chaos still wait and spread their taint across the Imperium and the universe. Warp creatures hover around the vulnerable psykers of humanity, seeking a path into existence through an unprotected mind. Every psychic is a potential gateway from the void of the Warp, an unwitting agent of Chaos to be filled with a terrible power. Only the vigilance of the Emperor's Inquisition protects Humanity from the threat within itself.

And even within the Imperium there are the foolish and weak-minded who turn to the darkness. By embracing the power and horror of warpspace, all that they desire will come to pass...



THE POWERS OF CHAOS

AND THEIR DAEMONIC MINIONS

Being in Part a Disclosure of the dread Powers of Chaos, and in the Main an Illustration of the said Powers' greater and lesser Daemons and other divers Abominations

"I shall tell you of the Singular Histories and Lamentable Fates of the brothers von Gottlieb... Look into the fire, gentles, for my words can paint pictures in the flames. Look deep, and drift slowly on the heat..."

The old man closed his eyes and leaned back in his chair. His voice was soft and warm in the candlelit gloom.

"Lothar and Johann von Gottlieb. Regard them, in their fine silks and soft leathers. They crave power, glory, success and all that accompanies such - much as do other men. They are ambitious, and in this they match their father, but of him I will speak no further; the old Baron is not yet in his grave.

"Darkness is in their hearts. They have listened, watched and learned, understanding little. Slaanesh has promised Lothar pleasures beyond pleasure. Khorne has offered nothing, but Johann demands nothing. He has already killed, and found it to his taste. See, now the two hate each other! Brotherly love often turns to the deepest hate.

"And their hate drove them from home, into the bosom of the Chaos Powers. Did Johann chase Lothar, seeking his blood? Or did he run from the decadent pleasures Lothar sought in his company? It matters not. Each chose the steep and slippery path of Chaos, hatred the first handhold, the loathing of a brother the first step. Now begins the scramble! 'Such a short, easy climb,' croons Slaanesh. 'A true warrior has no fear,' bellows Khorne!

"Their climb can end in but one of two ways: the triumphant shriek, voiced from the throat of a newly-birthed Daemon; or the gibbering of a once-man, a Chaos Spawn, wallowing in the stench of its own failure, condemned by Fate and abandoned by Mercy. Which fate is worse? Ah, now there is a question..."

The Marcher Fortress

There, the lands of Slaanesh stretched out below it, was a Fortress of whimsies and foibles. It was an unlovely thing, stained by war and victory. Its towers, higher than any palace, wounded the sky. Its gateways were gaping maws that could swallow and vomit forth whole armies. Its walls were darkened stone, veined in unnatural colours and streaked with rotted lime and mortar. Here, at the Marches of Slaanesh, was the Fortress, a sign of sovereignty, hated and condemned by Khorne's bloody-handed worshippers.

Before the Fortress gates stretched a forest of death. From the walls to the near horizon was the dismal wrack of battle: corpses, the rusted swords and armour of the fallen, the standards of Slaanesh and Khorne, all abandoned and forgotten long centuries ago.

The graves of the fallen had become a rich loam, sucked upon by the trees of a dark forest. Pierced by tree roots, the dead had stirred once more, and each branch bore a skull, mildewed and pregnant with loathing, a macabre and cruel cargo. Only the ceaseless, horrendous laughter of the trapped shades disturbed the field. Their fleshless jaws clattered in the still air; the only reply the creaking of a windmill's sails and the grinding of its stones.

For in the shadow of the castle a windmill turned, its sails moving in the still air, and their unclean breeze stirred the tattered flags of the dead. Within, the grindstones shuddered and groaned, while between, pinioned and crushed, were the living corpses of the fallen, ground to make a rich mortar of blood and bone, sinew and brains. Thus was the Fortress maintained and strengthened, its walls held aloft and marked by the power of mortality. Thus was the field before it harvested.

And in the castle's mighty halls, its Daemon overlords feasted and broke bread, in conscious parody of Man's small amenities. All this I saw in an instant, and then my vision was swept onwards...

- Liber Malefic, The Book of Chaos Foreseen, Marius Hollseher

CHAOS PANTHEON

The forms taken by the Chaos Powers are many, varied and often wildly bizarre in the eyes of mortals. The Chaos Powers take different forms for their dealings with different races, so that it is impossible to say whether the apparent multitude of Powers are actually distinct entities, or whether they are but aspects of the same being.

Some claim that Chaos has spawned an infinite number of gods, who constantly struggle amongst themselves for mastery over all. Others say that all the apparently diverse gods of Chaos are no more than different aspects and manifestations of one being: The Great Unnameable One, He Who Must Not Be Named, The Great Abomination, The Lord of Chaos, The Unspeakable Shapeless Beast and numberless other titles.

Those mortal sages and mystics who dare to theorise and debate upon the nature of the Beast, succeed only in attracting the unwholesome attention of the creatures of Chaos. Many wise men have been carried, alive and screaming, to the charnel houses of the Chaos Hells, there to writhe in endless debate with the flames and the Daemons of torment.

The true nature of the gods of Chaos is beyond any comprehension. No mere mortal can ever hope to understand these matters, and only few dare try. It is best not to puzzle too deeply over the Chaos gods, or to try to fathom their wars, rivalries and bickerings. The bulk of the population of the Known World chooses to hate and fear them without any attempt at understanding - and with good reason. Yet, for all this, a few people choose to worship the Chaos gods, ignoring their inconsistencies and accepting their mastery in the hope of eventual rewards and a quick road to power.

Realm of Chaos as a whole concerns itself with four individual Chaos gods, the great Powers of Chaos. These are Khorne, the Blood-God; Slaanesh, the Lord of Pleasure; Nurgle, the Plague God; and Tzeentch, the Changer of the Way. However, in this chapter of **Slaves to Darkness** you will only find details of Khorne and Slaanesh. Of the Four Powers of Chaos, these two are most commonly worshipped in The Empire of the Old World.

Although only two gods are dealt with in **Slaves to Darkness**, many more are said to exist. Some concern themselves little with the affairs of mere mortals, while others may be Daemons rather than actual deities. The line between seemingly weak Chaos gods and the more powerful Chaos Daemons is almost impossible to draw, since Daemons are vain creatures and almost every one will proclaim itself a god if it thinks that it will be believed.

You may find it interesting to invent a god of Chaos to use in your own battles or campaign. Using what is presented in **Realm of Chaos** as a set of guidelines you can devise special benefits, spells and restrictions for a new god's Champions, Daemons and other creatures.

If your adventuring is based on your collection of models (as ours is) it is easy and rewarding to convert Daemon and creature models. A head-swap, or the addition of a tail, horns and a pair of wings, complemented by an unusual paint job, produces a splendidly effective Daemon. The ways and appearances of Chaos are, after all, endless and diverse. Mutation is the most noticeable effect of Chaos, and *Chaos attributes* for such a model can be generated randomly using the tables given in this book or chosen as you see fit. The results can form the basis of a new Chaos god and his - or its - followers. A unique model always causes a stir among players, who must then battle with the unknown...

THE POWERS OF CHAOS

'And at the heart of darkness, shrouded and unclear, stand the Powers of Chaos, locked in a hated lover's embrace and moving to a ceaseless dance of death in the souls of the weak. Now one leads and then another in the pavane of evil, a stately measure played out to the beating of human hearts. The shrieks of the mindless and the suffering are its joyous melody. Still the gods dance, and their bellows of delight shake the world.'

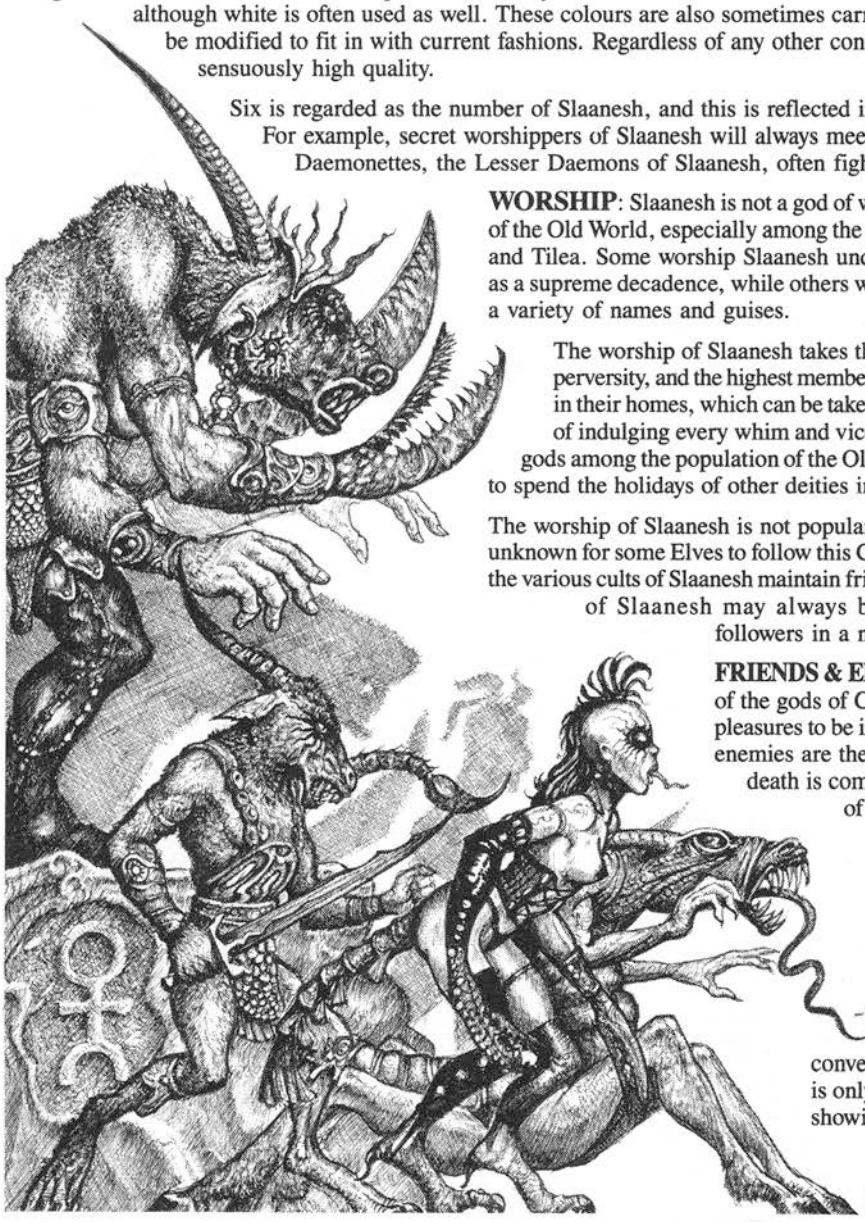
SLAANESH

GENERAL: Slaanesh is the Lord of Pleasure, the Power of Chaos dedicated to the pursuit of hedonistic pleasures and the overthrow of all codes of decent behaviour. He reigns in a vast and luxuriously appointed palace in the void, where favoured followers litter the floors, indulging themselves in all forms of perverse pleasures of the flesh.

Slaanesh takes the form of a bisexual humanoid, male on the left side and female on the right, with an unearthly, unnatural and almost disturbing beauty. Two pairs of horns rise from his flowing golden hair, and he dresses in a mail shirt fringed with velvet. His right hand holds the magical jade sceptre which is his greatest treasure.

SYMBOL: The symbol of Slaanesh combines the conventional symbols for male and female, although it is seldom worn openly by his followers. In its place they often wear items of jewellery bearing erotic motifs. Followers dress in robes which are often opened to leave the right side of the chest uncovered, a requirement of many of the rituals involved in his worship. Pastel and electric shades are the chief colours, although white is often used as well. These colours are also sometimes carried over into everyday wear, although they may be modified to fit in with current fashions. Regardless of any other considerations, all Slaanesh followers wear garb of sensuously high quality.

Six is regarded as the number of Slaanesh, and this is reflected in many small and large things by his followers. For example, secret worshippers of Slaanesh will always meet in groups of six (or some multiple of it). The Daemonettes, the Lesser Daemons of Slaanesh, often fight in units of six as well.



WORSHIP: Slaanesh is not a god of warriors, and his worship is strongest in the cities of the Old World, especially among the upper classes of Bretonnia and in parts of Estalia and Tilea. Some worship Slaanesh under his own name, seeing the worship of Chaos as a supreme decadence, while others worship the Lord of Pleasure unknowingly, under a variety of names and guises.

The worship of Slaanesh takes the form of great orgies involving every vice and perversity, and the highest members of his/her cults have altars and shrines concealed in their homes, which can be taken apart and hidden when not in use. The principle of indulging every whim and vice makes Slaanesh the most popular of the Chaos gods among the population of the Old World. It is not uncommon for his worshippers to spend the holidays of other deities in any orgy of worship for the Lord of Pleasure.

The worship of Slaanesh is not popular among the nonhuman races, although it is not unknown for some Elves to follow this Chaos god. Unlike many of the other Chaos gods, the various cults of Slaanesh maintain friendly relations with each other, and a worshipper of Slaanesh may always be sure of a friendly reception from other followers in a new town.

FRIENDS & ENEMIES: Slaanesh has a neutral attitude to many of the gods of Chaos, and is generally too caught up in his own pleasures to be interested in alliances and co-operation. Particular enemies are the followers of Khorne, whose belief in pain and death is completely opposed to Slaanesh's principle of a life of unrestricted pleasure. Followers of Nurgle and Tzeentch, the other two Powers of Chaos, are subject to Slaanesh's usual neutral attitude.

CULT REQUIREMENTS & TENETS: All are welcome in the cults of Slaanesh. The only requirements are an unswerving dedication to the pursuit of pleasure and a willingness to explore every possible vice and perversion to this end. This must be done regardless of any conventional codes of decent behaviour or any law. It is only possible to incur the displeasure of this god by showing some remaining trace of moral scruples.

SPELL USE: The spells available to followers of Slaanesh are given in *The Magic of Chaos* (p78).

KHORNE

GENERAL: Khorne is the Blood God, the angry and murderous god of Chaos, one of the great four Powers. His great brass throne sits upon a mountainous pile of bones - the remains of his followers who have died in battle, and of the many they have killed in his name. The growing bone pile reflects the success of his worshippers, feeding his glory but never quenching his thirst for blood and death.

Khorne is the Power of Chaos in its aspect of mindless and absolute violence, destroying everything and everyone within its reach, slaying both friend and foe alike. He is the Huntsman of Souls who drives the great armies of Chaos before him. His horn sounds in the depths of the Chaos Wastes, urging his followers ever onwards in search of fresh prey. The gore-maddened followers of Khorne harry beyond the edges of the Known World, delighting in slaughter by the tainted light of a blood-stained moon. Khorne watches the wild destruction wrought in his name, and his bellows of rage and delight can be heard echoing across the void between worlds.

Khorne is commonly depicted as a muscular humanoid figure hundreds of feet tall, sitting on a vast and weirdly-carved throne of brass, which in turn rests on a mountain of blood-stained bones. He is dressed in plate armour of a strange and alien design, elaborately carved and worked with a repeating skull motif. His head is covered by his huge winged helmet, with only a portion of his bestial, snarling face showing beneath the helm.

SYMBOL: The symbol of Khorne is a skull, the symbol of death. This is often rendered as an X-shaped rune with a bar across the bottom. His followers favour red, black and brass in their dress and armour, the hues of blood, death, and Khorne's own armour respectively.

The number eight is also associated with Khorne, and this is reflected in the organisation of his daemonic armies and followers. It is also echoed in smaller matters, such as the number of syllables in a Daemon's name or the potential number of mutations that it might have.

WORSHIP: Khorne is worshipped by both dreaded Chaos Warriors and the foul Beastmen which follow them. He has no temples as such, since he is worshipped on the battlefield. Furthermore, his followers believe that they would displease him by wasting valuable time building temples and worshipping in them when they could be slaying in Khorne's name.

Every life taken by a follower of Khorne increases the Blood God's power. He looks with particular favour upon those who take the lives of their friends and allies, and the more death and destruction a creature has caused, the more welcome it is as a sacrifice to Khorne. Any follower who lets a day pass without contributing to the bloody-handed slaughter by which Khorne is worshipped will incur the god's great disfavour.

In addition to his Human followers, Khorne is worshipped by a number of Chaos Dwarfs, Goblin Fanatics and Half-Orcs. His thirst for blood and slaughter appeals particularly to the Goblinoid mentality, and in some cases entire tribes of Orcs and their kin have turned their backs on their own gods to follow Khorne's bloody paths.

FRIENDS & ENEMIES: Followers of Khorne have no friends and few long-term acquaintances - all are soon-to-be sacrifices to Khorne. Even another follower of Khorne may try at any time to offer their lives to the Blood God! Followers of Khorne may have allies for a short time, but they are always aware that all other intelligent beings fear and hate them, and will seek to destroy them at any opportunity.

The followers of Khorne treat Slaanesh worshippers as particular enemies. The two Powers personify entirely opposing concepts of the nature of Chaos.

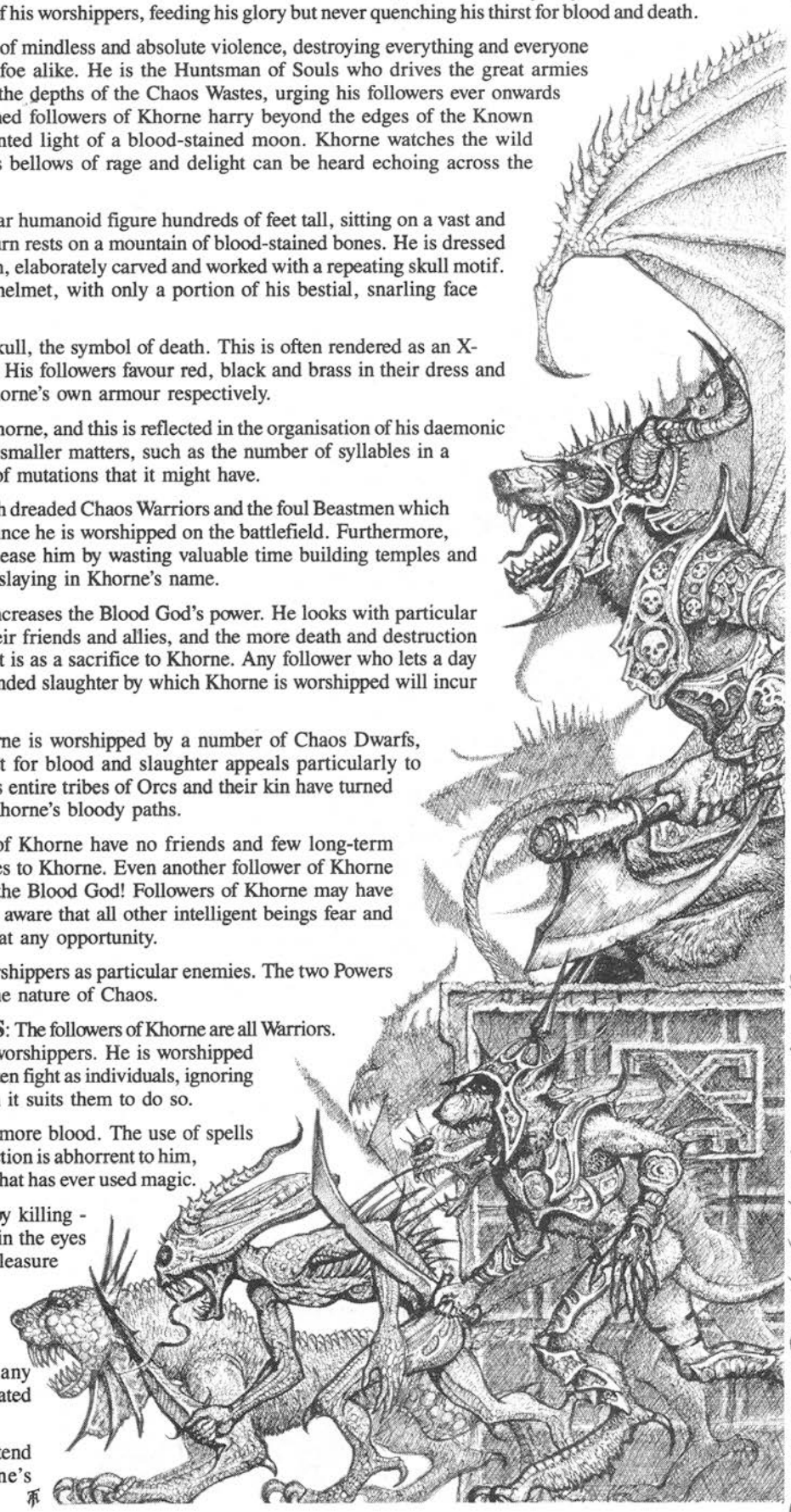
CULT REQUIREMENTS & TENETS: The followers of Khorne are all Warriors. There are few organised cults of Khorne-worshippers. He is worshipped only in the act of killing, and his followers often fight as individuals, ignoring bonds of alliance and common faith when it suits them to do so.

The code of Khorne is simple: blood and more blood. The use of spells or similar powers to cause death and destruction is abhorrent to him, and he is unlikely to deal with any creature that has ever used magic.

The only way to gain favour with him is by killing - enemies or friends, all the dead are equal in the eyes of Khorne. The only way to incur his displeasure is by not killing.

SPELL USE: Khorne is opposed to the use of any form of magic, and does not grant spells to his followers under any circumstances. There are no wizards dedicated to the service of Khorne.

This prohibition against magic does not extend to magical weapons, which aid Khorne's followers in doing his work.



DAEMONS

There are many types of Daemons in the Warhammer World, and not all of them serve the gods of Chaos. Every deity has some supernatural servants, and the term 'Daemon' - a being not of the World - is applied to all of them, regardless of their alignment. As might be expected, the forms and powers of Daemons are so varied that it is virtually impossible to cover them all. In *Slaves to Darkness*, we have contented ourselves with describing the Daemons of Khorne and Slaanesh.

And behold, a Daemon Lord comes in the full panoply of battle. At his passing, the trees gibber their rage and the stones shout their hate to the uncaring sky. He hunts the enemies of his Master, for his meat is mortal flesh and his wine mortal souls.

At his left hand moans a Daemon, bound in the shape of an axe. Its songs of blood and hatred echo forth, and fill the sky with a moaning that stirs the dead. At his right hand stand Lesser Daemons, huntsmen all, straining at the leashes of the Hounds. They chomp upon the shades and spirits they have harried, throwing morsels of innocence to each other, so that all may sample the sweetest meat.

Behind him wait the Legions of his Master, arrayed in armour fluted and chased with gold, brighter than the sun and darker than midnight. Each holds a shrieking sword, each shrieks in disharmony with his blade, each joins the chorus of Chaos, a promise of worse than death for those that hear it. Beneath their feet the earth writhes at their touch, as if seeking to escape their presence.

Behold, a Daemon Lord comes, and we are doomed...

- Codex Daemonica

For each of the gods of Chaos you will find details of one Greater Daemon, one lesser Daemon and two Daemonic Servants or Creatures. If you feel the need for further Daemon types, you need look no further than **The Lost and the Damned**, the companion **Realm of Chaos** volume, for the Daemons and Daemonic Servants of Nurgle and Tzeentch. You might like to devise new Daemons of your own, using the guidelines presented here. Future publications from **Games Workshop** will also include rules and profiles for new Daemon figures when these are produced by **Citadel Miniatures** from time to time.

TYPES OF DAEMON

There are three broad categories of Daemon presented in this chapter: *Greater Daemons, Lesser Daemons* and *Daemonic Servants* (or *Creatures*). Each have their own powers, limitations and purposes in serving their only master - their god of Chaos.

Greater Daemons are the mightiest of a Chaos god's followers and are rightly feared as such. They are second only to their Chaos god in power, and have authority over all the other Daemons that serve the same god. They are haughty, arrogant and malicious to a point beyond mortal comprehension.

The Lesser Daemons of a Chaos god are smaller and, by comparison, weaker beings. They are the most common type of Daemon in the service of a god, and form the rank-and-file of every daemonic army. They too are malicious, though their malice is of a petty order when compared to that of a Greater Daemon.

Daemonic Servants or **Creatures** are the lowest type of Daemon and the least intelligent of the daemonic creatures presented here. As a group they are further divided into *Steeds* and *Hunting Beasts*, and are often used as riding animals, messengers, hunting 'dogs' and for similar tasks. Daemonic Servants are often granted to other Daemons and, occasionally, a god's more powerful followers.

Three other types of Daemons are dealt with in this volume: Daemon Princes, Daemonic Familiars and Independent Daemons.

Daemon Princes are among the most varied and powerful of a god's servants. They are all former Champions of Chaos who have been 'elevated' to the status of Daemons by the patron Chaos Power.

The powers and appearances of Daemon Princes vary considerably, a legacy of the rewards and attributes the Prince accumulated during his mortal life. While their malice is acquired rather than natural, it is every bit as great as that of any other Daemon. Daemon Princes can also create their own hierarchies of power by sponsoring Champions of Chaos to Daemonhood. *The Followers of Chaos* (p35) includes a full description of the process of creating and using Daemon Princes in all **Warhammer** games.

Daemonic Familiars are the smallest and weakest of daemonic creatures, and are usually servants to powerful magicians. They can be granted as permanent servants, to the mortal followers of some Chaos gods and need not be summoned anew each time they are required. Full details of the various subtypes of Daemonic Familiar and their powers and uses can be found in *The Magic of Chaos* (see p67).

Independent Daemons are not the servants of any one Chaos god, but are their own masters. They may, however, join forces with the Daemons of a particular god if this suits their plans. Of all the Daemons in the Warhammer World, these are the most unpredictable and consequently often the most dangerous. They range in power from little more than Lesser Daemons to Greater Daemons and possibly beyond.

DAEMON PACTS

Many Greater Daemons have pacts which allow them to call on their fellows in extremity. No Daemon will call on its pact-allies lightly - the favour must be returned at some time in the future. However, a Greater Daemon reduced to its last *Wound* will call on any reinforcements it can. Any pact-allies the Daemon has may or may not render any actual assistance when called on, but will eventually revenge the Daemon after it has been slain and banished to the Void. If a pact-ally is called during the course of a battle a D6 should be rolled and the following table consulted (any creature appears in D6 turns):

D6	Result
1-2	No immediate aid
3-4	Sends 50% of servitors
5	Sends all servitors
6	Appears in person (50% chance brings all servitors)

Servitor Lesser Daemons and Steeds must always obey their master's call; servitor Hunting Beasts ignore the call 25% of the time.

No Daemon will put itself in danger on behalf of a pact-ally, nor will it lower itself to do anything that it considers beneath its dignity. Most Daemons are extremely conscious of prestige, and will not allow their pact-allies to use them as servitors.

ALLIES

These are always Greater Daemons of equal rank to their caller. A Greater Daemon has a 90% chance of having D3 pact-allies and, at your discretion, these need not all follow the same Chaos god. However, they could not follow opposed deities. A Greater Daemon of Khorne, for example, could have Daemons of Nurgle or Tzeentch as pact-allies, but could not call upon a Daemon of Slaanesh as an ally.

SERVITOR

Lesser Daemons are always the approriate type for the Chaos god of the Greater Daemon. The number of Lesser Daemons in service to a Greater Daemon is the same as the Chaos god's number (eight for Khorne, six for Slaanesh) or D6. If you wish, there is a 50% chance that the Lesser Daemons will have Daemonic Steeds as mounts.

Hunting Beasts are the appropriate type of creature for the Daemon's Chaos god. These appear in packs of the Chaos god's number or D6 beasts.

Summoned Servitors: A Daemon may summon its servitors as if by means of a daemonic magic *Summon* spell. Summoning servitors is an inherent ability in all Daemons, and they are free of the normal spellcasting requirements.

DAEMONS AND MAGIC

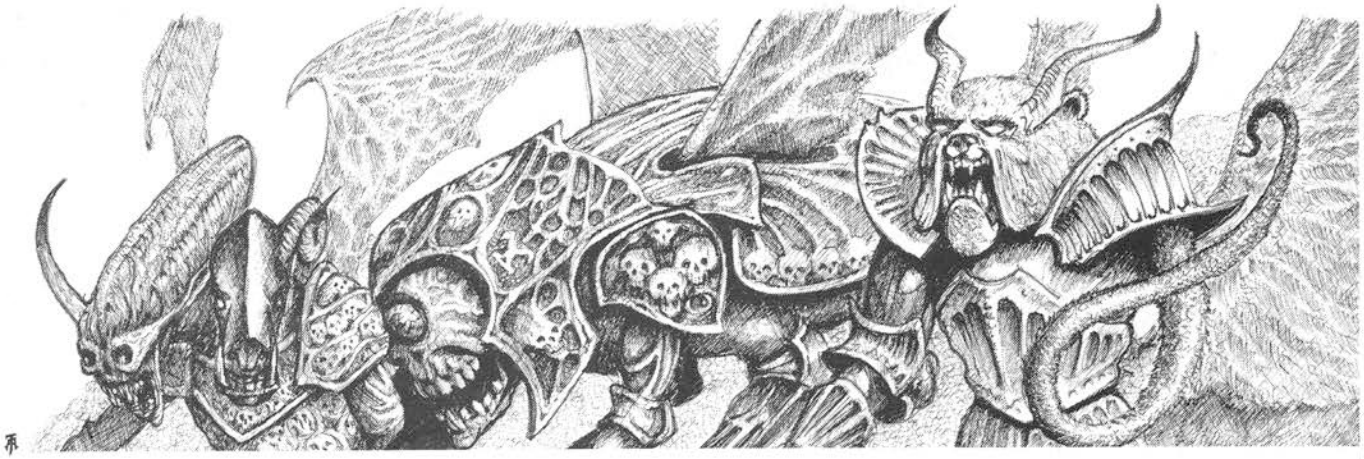
Spells: Some Daemons have the ability to use magic. The Daemon's description includes all details of the spells that it can cast, along with any other special rules and conditions that apply. Daemonic Servants may not cast spells.

Magical Items: Details of any magic items that may be in a Daemon's possession are given in *The Magic of Chaos* (p67).

THE 'SLAIN' DAEMON

When a Daemon is 'killed' in the material world, it is not truly destroyed, but banished to the void, where it must remain for 1000 years and a day. The Daemon vanishes immediately together with all its equipment unless the GM rules that it deliberately leaves one or more items behind.

The loss of face involved in 'dying' is considerable, and the Daemon is forced to endure the mockery of its fellows until it can avenge itself. It will call upon any servants and tributary Lesser Daemons to help it with its revenge, and pact-allies will co-operate in any scheme of vengeance. When it is completely healed, the Daemon is able to return to the material world and take its revenge in person.



DAEMONIC ABILITIES

All Daemons are subject to restrictions and special rules. The following apply to all Daemons and Daemonic Servants:

1. INVULNERABILITY TO NORMAL WEAPONS

Daemons cannot be harmed except by magic weapon attacks. All magical weapons and spells have full effect. Daemons can be harmed by attacks from other daemonic and Chaos creatures and elementals (Daemons and Chaos creatures are made of the same stuff of Chaos). They can also be harmed by *chill* attacks from Vampires and other ethereal creatures.

2. MAGICAL ATTACKS

All a Daemon's attacks are *magical*, regardless of any weapon it wields. A Daemon's attacks have full effect against creatures which can only be affected by magic weapons, such as ethereal creatures and other Daemons. No *saving throw* is allowed for creatures suffering damage from a daemonic attack.

3. INSTABILITY

Daemons are subject to *instability*. See **WFB** p206 or **WFRP** p215.

4. PSYCHOLOGY

Daemons are not normal living creatures. They are subject only to *psychological* effects caused by a higher ranking Daemon or a deity. Daemons can ignore the *psychological* effects of their equal or lower ranked fellows.

Greater Daemons only suffer *psychological* effects caused by gods.

Lesser Daemons only suffer *psychological* effects caused by a god and/or any and every Greater Daemon.

Daemonic Servants (Steeds and Creatures) only suffer *psychological* effects caused by gods and Greater and Lesser Daemons.

5. SPELL CASTING

Some Daemons have the ability to cast spells, as given in the relevant description. A Daemon which can use magic does so without expending *magic points*, and always succeeds in casting the intended spell.

6. SAVING THROWS

Daemons are normally considered *magically vulnerable targets*. However, in the Chaos Wastes and on daemonic battlefields their enhanced powers may be able to overcome magical onslaughts. Daemonic saves and the use of *daemonic power points* to augment these are dealt with in *Daemonic Saving Throws* (p74).

7. FLYING

Some Daemons have wings and the ability to fly, as given in its description. If a Daemon can fly it has the following flight profile:

Minimum speed: 0″
Maximum speed: 32″
Acc/dec: 8″

WFRP: Daemons fly as *swoopers*.

8. BASE SIZES

Greater Daemons are mounted on 40mm x 40mm bases or as appropriate for larger models.

Lesser Daemons are mounted on 25mm x 25mm bases.

Daemonic Creatures are mounted on 25mm x 50mm bases.

9. CHAOS ATTRIBUTES

A player using a Daemon during a game must generate any random characteristics or Chaos attributes for that Daemon under the supervision of the GM. This can be done before the game, or when the Daemon is brought onto the table.

Daemons may have a number of Chaos attributes equal to their patron Chaos god's associated number. Thus a Daemon of Slaanesh may have up to six attributes, a Daemon of Khorne, eight. These are determined using the *Personal Attribute Tables* in *The Mark of Chaos* (p114).

A Daemon need not have the maximum number of attributes or any at all. You can decide how many attributes it has. However, once a result has been generated using the table it must be applied, whether favourable or not. Attributes may be retained or determined afresh on each appearance of the Daemon.

Chaos attributes for units of Daemons can be generated and applied equally to each model or, if you wish, you can determine mutations for each model separately.

10. COMPETITION

During competition games players must use the Daemon profiles and rules as given. In non-competition battles players may add colour and interest to Daemons by randomly generating Chaos attributes up to the limits given in 9 above.

11. FEAR AND TERROR

All daemons cause *fear* (and *terror* in **WFRP**) to a greater or lesser degree, as shown by the chart below:

	Effect on Living creatures	
Daemon	**Under 10 feet tall**	**Larger**
Greater	*Fear* 12″ +3/ *Terror*	*Fear* 12″ +2/ *Terror*
Lesser/ Servant	*Fear* 6″ +1	*Fear*

DAEMON NAMES

Virtually all Daemons take great care to keep their true names a secret. Only the most powerful Arch Daemons, who need not fear domination by any other creature, do not bother to hide their true names. Therefore, by definition, a Daemon who does not hide its true name is powerful enough to ignore any summoning or strictures placed upon it.

The true name of a Daemon is often completely alien and very nearly unpronounceable. Knowledge of a true name grants power, and gives some leverage when it comes to dealing with a Daemon. As a consequence, a Daemon will never voluntarily reveal its true name, nor can it be commanded to do so except on pain of utter and total destruction. Most Daemons will, however, reveal the true name of another Daemon, providing that it knows any names (but it may lie about this and 'make some up'), the name in question belongs to a Daemon that is weaker than it is, and a suitable reward for this service is offered. At the very least, this reward will be release from any binding or summoning.

Other sources of Daemon's names are books and tomes of daemonological lore or the notes of a Daemonologist. All these will be written in obscure and coded ways to keep such knowledge away from the foolish, unwise or weak.

WFRP: Not knowing a Daemon's true name gives a -25% penalty to the chance of controlling it. In addition to being written in *Arcane Language - Daemonic*, correctly puzzling out names that are present in a text also requires an *Intelligence* test. The GM should make this test in secret. Success means that the name has been correctly deciphered; failure indicates that the character has translated the name wrongly, has mistaken an inflection or otherwise made a error. A Daemon will still answer to this 'wrong' name but will not, of course, bother to correct its summoner. The mistranslated name grants no benefit to the character in dealing with the Daemon.

As a result of keeping their true names secret, Daemons use a number of false names and titles. These vary for a single Daemon, according to mood or circumstance: Pinchbottle, Maeltranseer, The Inescapable Defiler of the Way, The Silent Enemy or whatever. Daemons will apply such 'use-names' to themselves as they think fit or as amuses them. Daemons with the power to change shape are not above such elementary practical jokes as changing their names to match their latest form. Such use-names are not important to a Daemon, as they give no benefit to anyone who knows them.

The use-name of a Daemon will often reflect its nature. The Bloodletters of Khorne, for example, have use-names such as Fluxgore, Skullsucker, The Render of Limbs, The High-handed Slayer of Innocence and the like. On the other hand, the Greater Daemons of Slaanesh have names and titles such as the Puissant Giver of Indescribable Pleasure, Rutwobble, The Lurking Despoiler and The Bringer of Joyous Degredation. Examples of titles are given in the relevant sections for Chaos Daemons, and these can be used as inspiration.

The tables below randomly generate individual Daemon names, but we suggest that you use it to generate elements of the name, and then arrange them (with any linkages you like) to give the final name for the Daemon. A Daemon's self-awarded titles are best assigned by you, as these will depend on when and where the Daemon appears.

DAEMON TRUE NAMES

The number of elements in a Daemon's name depends upon the number associated with the Chaos god it serves. Furthermore, the more powerful the Daemon, the longer its name will be:

Daemon	Number of elements in name
Greater	1D6 or 2D6 (your choice) x Chaos god's number
Other	Chaos god's associated number

Once the number of elements has been determined, the following table can be used to randomly generate the parts of the Daemon's true name. Alternatively, you can simply choose the right number of elements from the table.

Once the elements have been generated they can be used 'as is' to give a completely random name or, in cases where this looks and feels wrong, re-arranged. Apostrophes (') and other punctuation can be added as you see fit to break the name up and make it slightly more pronounceable.

Second Die Roll (D10)	First Die Roll (D6)					
	1	2	3	4	5	6
1	A	COG	FL	LL	SS	CC
2	ER	KW	PP	Z	AA	DA
3	FOL	MM	SH	ABL	DE	G'G
4	N'N	TH	AE	DH	GZ	O
5	THL	AK	DH	HH	OA	TL
6	AN	DU	HL	OE	U	AO
7	E	I	OO	UL	AR	EE
8	II	OW	UU	BH	EO	IL
9	RH	Y	IO	EU	IR	PH
10	YY	CH	FF	KS	Q'	ZH

Example: A Greater Daemon of Khorne has eight elements in its personal name, and rolling on the table gives G'G AR, UL, HL, II, UL, RH and AN. While **G'garulhliiulrhan** is a perfectly acceptable Daemonic name, in this case they are re-worked (and an apostrophe added) to form the name **Rhug'guari'ihlulan**, the Bloodthirster of Khorne.

DAEMON USE-NAMES

Again, Greater Daemons have names that are longer than those of other Daemons. Roll 4 times on the following tables to generate a first and second name for Greater Daemons. Other Daemons and creatures roll only twice, generating only one name.

Second Die Roll (D20)	First Die Roll (D10)									
	1	2	3	4	5	6	7	8	9	10
1	blue	dangle	dreg	fondle	grind	grunt	mad	pox	quiver	slash
2	suck	thigh	bane	carnal	fiddle	hot	mucus	sate	vex	bubo
3	chew	dog	gibber	gnaw	grope	maul	offal	pus	spasm	spittle
4	sword	wrack	cackle	fang	hammer	mildew	rot	toad	bile	blister
5	canker	eat	fester	flux	glut	hate	ichor	leper	mire	rend
6	rut	skull	spike	tremble	vomit	wind	brute	dung	glop	gut
7	mark	red	spider	thrash	bag	blade	cold	death	face	fist
8	grab	gristle	helm	loon	pest	puke	rip	sharp	spume	sweat
9	vile	whip	blunt	drink	gall	gross	maggot	rabid	sore	taint
10	worm	belch	bog	buttock	crush	fire	froth	gobble	grim	liver
11	maim	moulder	pinch	scratch	slobber	spew	stare	wart	wobble	blood
12	doom	foul	grin	loose	putrid	slob	sting	wither	axe	black
13	break	dread	eye	thrust	fury	grue	heart	loath	mange	quake
14	rheum	scum	smut	tear	twist	water	blast	cut	foam	green
15	lewd	plague	slake	squeeze	whine	ash	beast	chaos	crab	drool
16	fiend	gnash	grasp	hack	lick	nibble	pierce	reap	scab	spite
17	spurt	throb	war	beetle	craze	flesh	gore	lip	pile	sin
18	spot	warp	bend	blight	bowel	clap	fat	flush	fume	gob
19	howl	lust	man	ooze	rotten	sinew	slug	spoor	venom	wight
20	bite	claw	filth	glutton	kill	pain	scrape	spine	wail	burble

Re-roll any duplicated results. The elements that are rolled up should be put together in pairs to give the name of the Daemon, for example **grim** + **belch** and **chaos** + **warp** - Grimbelch Chaoswarp.

While this table can generate names for any type of Daemon, you may wish to select name elements for some. Daemons of Slaanesh, for instance, do not have names that are suggestive of violence, but ones which reflect their true interests in pleasure and depravity for its own sake: Whiplewd, Suckthigh Blüedangle and Fluxcarnal the Groper. Daemons of Khorne, on the other hand, have names which echo nothing but their love of violence and destruction: Warfiend, Thrashblood Hackflesh and Manblight Gnaw-weapon.

Any combination of names can be augmented by *-er, -ling*, and *-or* suffixes, or by *the* providing that these are applied intelligently. For example, **rut** + **sate** + *(-e)r* gives Rutsater, **gut** + *(t)-er* + **sinew** gives Guttersinew, while **maggot** + **spoor** + *-ling* gives Maggotspoorling.

Single or double words from the table can be added as a further description for a Daemon, as in **plague** + **vomit** + *the* + **drool** + *ing* = Plaguevomit the Drooling.

SERVANTS OF KHORNE...

stood from horizon to horizon, filling the air with their shrieks, gibbers and howls of blood. Their battle banner strained in the coppery wind that blew across their ranks. It was a banner of deepest, darkest red, with but a single rune and a legend of simple devotion: Blood for the Blood God. At some secret signal all fell silent, and then came a single shriek of dark and bloody loyalty, a pact of hate and death. It echoed from leathered skins, and grew to shake the clouds. And far above the Daemon's ranks, there was an answering roar of bloody approval, torn from Khorne's brazen throat.

- The Tome of Blood

THE BLOODTHIRSTERS

Greater Daemons of Khorne (Khak'akaoz'khyshk'akami)

Fists of Khorne
Drinkers of Blood
Lords of Skulls
Eaters of Gore and Flesh
Deathbringers of Khorne
Blooded Ones
Guardians of the Throne
High-handed Slayers

The Bloodthirsters are the most favoured servants of Khorne, and the greatest of his Chaos Champions may aspire to joining their ranks. They exist purely for combat and combat alone. Their bloodlust extends far beyond mortal comprehension, and they will attack everything within their reach with terrible ferocity. They do not know fear, other than of Khorne, and act regardless of the cost or consequences, although the usual consequences are death for whoever or whatever they face. Their immense pride in their fighting abilities rarely permits them to call upon allies or servants, and they usually rely only upon their own strength and skill.

Physique: The Bloodthirsters stand taller than a man, and are humanoid, with a rangy, muscular build, faces like horned dogs, bestial legs ending in claw-studded hooves and large, tough membranous wings. Their hides are covered with gore-flecked crimson fur, their wings are mottled black and crimson, their eyes are a milky white without visible iris or pupil and their horns and claws have the appearance of blackened iron. Their Chaos Armour is coloured in keeping with Khorne's own hues of black and red. The Bloodthirsters wield great axes, often in conjunction with a whip.

Alignment: Chaos (Khorne)

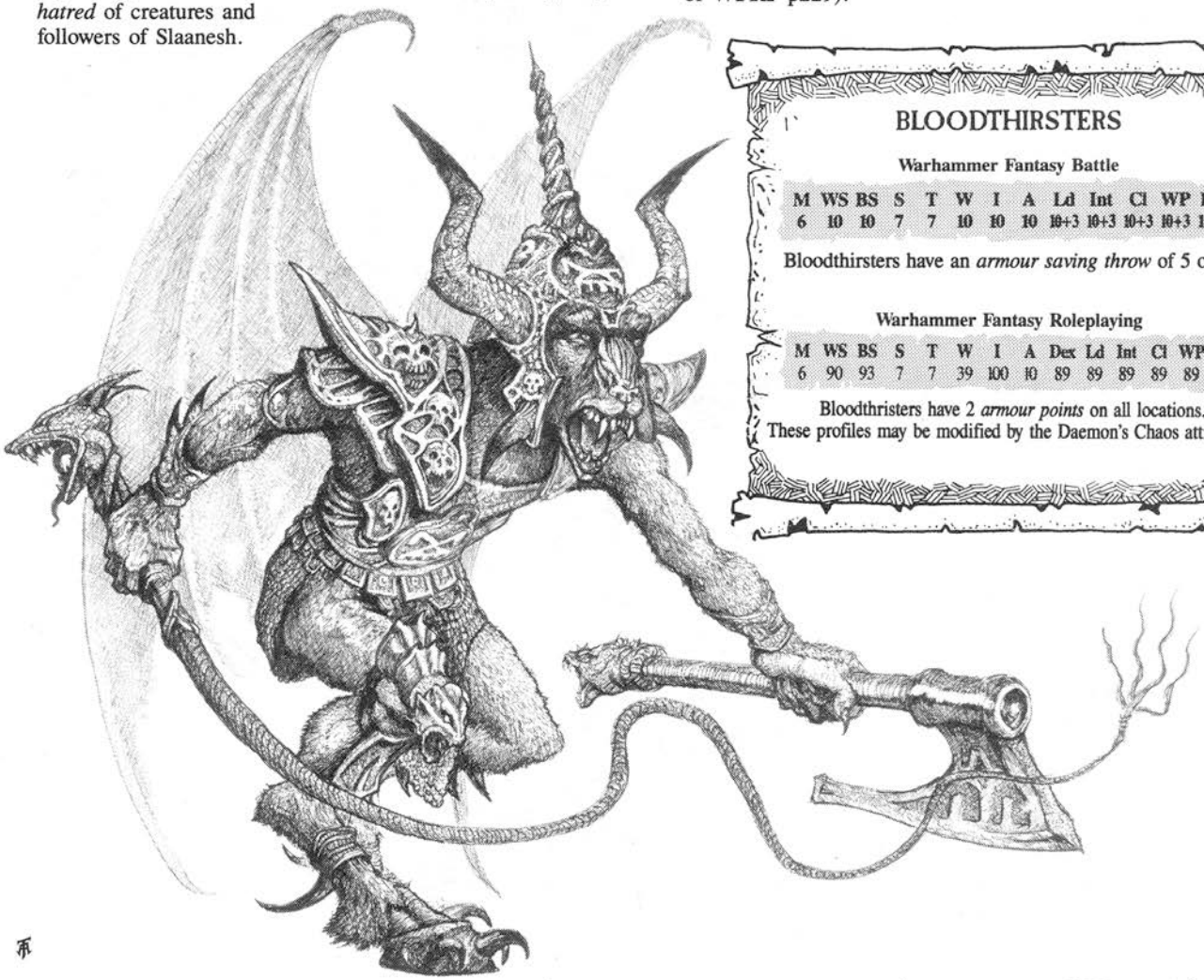
Psychological Traits: As Greater Daemon. Subject to *frenzy* and *hatred* of creatures and followers of Slaanesh.

Magic: Like all Daemons of Khorne, the Bloodthirsters do not use magic. See *Daemonic Saving Throws* (p74) for details of a Bloodthirster's *magic saving throw.*

Magic Items: All Bloodthirsters wear *Chaos Armour.* The great axes they wield are *Axes of Khorne*, mighty Daemon Weapons rather than merely fearsome axes (see *The Magic of Chaos* p98).

Special Rules: Bloodthirsters can fly, using the standard flying profile given under *Daemonic Powers* above. They have 10 *weapon* attacks.

Bloodthirsters *regenerate* in the same way as a Troll - (**WHB** p239 or **WFRP** p229).



BLOODTHIRSTERS

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3	1150

Bloodthirsters have an *armour saving throw* of 5 or 6.

Warhammer Fantasy Roleplaying

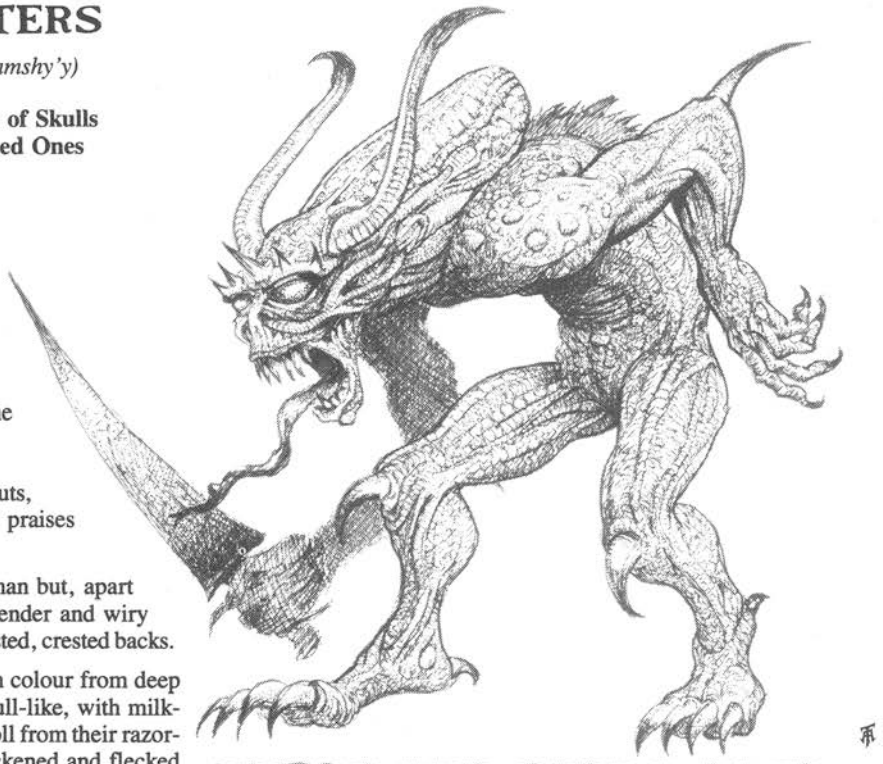
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	39	100	10	89	89	89	89	89	01

Bloodthristers have 2 *armour points* on all locations.
These profiles may be modified by the Daemon's Chaos attributes.

THE BLOODLETTERS

Lesser Daemons of Khorne (Khak'akamshy'y)

Khorne's Chosen — **Takers of Skulls**
Teeth of Death — **Horned Ones**
Naked Slayers



The Bloodletters are the rank-and-file of Khorne's daemonic armies. The greatest of the BloodGod's mortal followers may become Bloodletters, and the greatest of the Bloodletters may ultimately be 'elevated' to the ranks of the Bloodthirsters.

Like all Daemons of Khorne, the ferocity of the Bloodletters is boundless, and they will attack almost any foe without fear or thought of the consequences. Bloodletters often ride Juggernauts, the Steeds of Khorne, into battle, shrieking his praises as they do so.

Physique: The Bloodletters stand as tall as a man but, apart from their broad shoulders, their frames are slender and wiry with long arms, elongated, horned skulls and twisted, crested backs.

Their naked hides are scaled, varying slightly in colour from deep red to near orange. Their faces are pale and skull-like, with milk-white pupil-less eyes. Their long black tongues loll from their razor-toothed mouths. Their horns and claws are blackened and flecked with crimson. They wield wickedly sharp magical *Hellblades* of red-stained iron and brass.

Alignment: Chaos (Khorne)

Psychological Traits: As Lesser Daemon. Subject to *frenzy* and *hatred* of creatures and followers of Slaanesh. All *fear* and *terror* tests at +1/+10 **Cl**, except where these are caused by Bloodthirsters.

Magic: Bloodletters use no magic. See *Daemonic Saving Throws* (p74) for details.

Magic Items: All Bloodletters carry a *Hellblade* (see *The Magic of Chaos* p100).

Special Rules: Bloodletters have one *weapon* attack and one *claw* attack or one *claw* attack and one *bite* attack (**WFRP**: *claw* attacks have a 25% chance of causing *infected wounds*). The bite is *poisonous* and they can *spit poison* with a range of 5"/10 yards. They can *regenerate* in the same way as a Troll (see **WFB** p239 or **WFRP** p229). Bloodletters never have a retinue of servants, nor may they they summon assistance.

Their baying chills the heart and spreads icy tendrils of fear through weak mortal souls. And yet worse, yet more terrible to behold, are the huntsmen of this fell pack. Following close upon the Hounds, urging them ever forward, come deformed beings, running and shrieking, shrieking and running, driven by the sateless bloodlust of their kind. With twisted crimson frames they speed across the blighted land, crouched over as if the better to track the terror-spoor of their prey. Masters of the Hunt, they seek the blood of Man to offer at the foot of the Skull Throne, ever hungry for fresh prey, ever willing to tear the warm red flesh with their talons and to smear the gore triumphant upon their curving horns.

BLOODLETTERS

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
4	5	5	4	3	1	6	2	10	10	10	10	75

Bloodletters have an *armour saving throw* of 6.

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	3	5	60	2	89	89	89	89	89	01

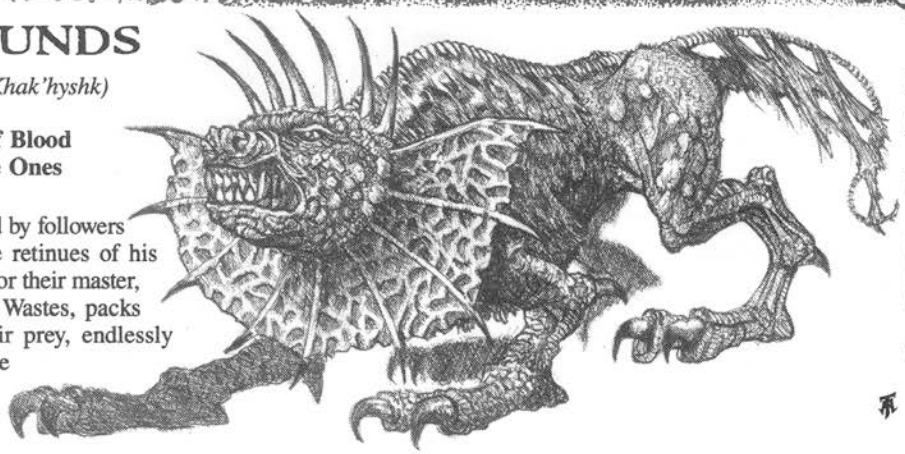
Bloodletters have 1 *armour point* on all locations.

These profiles may be modified by the Daemon's Chaos attributes.

THE FLESHHOUNDS

Creatures of Khorne (Kha'a'a Khak'hyshk)

Beasts of Khorne **Hunters of Blood**
Flesh-Renders **Inevitable Ones**



These terrrible hunting beasts may be acquired by followers of Khorne, and they may appear among the retinues of his Daemons. Fleshhounds will fight to the death for their master, and are faultless trackers. Across the Chaos Wastes, packs of these terrifying creatures chase after their prey, endlessly pursuing the enemies of Khorne. Behind the packs run eager Bloodletters, urging the Hounds on with piercing whoops and shrieks of glee, ever-ready to spill blood for their demanding master. The Chaos Hunt is a fearsome sight indeed and few live to recount its gory pursuit.

Physique: The Fleshhounds are hideously canine, and are some eight feet long from nose to tail. Their lean, wiry frames have an arched back, and are covered in blood-red scales. Around their necks is a a ruff or collar of spines, connected by an orange-red membrane of taut flesh. This gives the neck added protection. Rows of iron plates are driven into the flesh along their backs, held in place by brazen rivets, each moulded in the shape of Khorne's skull rune. Their apparently unseeing eyes are a milky white. Their wide mouths are equipped with huge, blood-stained fangs and their two-toed feet end in razor-sharp claws of iron.

Alignment: Chaos (Khorne)

Psychological Traits: The Fleshhounds are immune to *fear* and *terror*, unless caused by Khorne himself. All other *psychological* tests are made on the handler's characteristics, provided that the Hound is within 6″/12 yards.

Magic: See *Daemonic Saving Throws* (p74) for details of a fleshhound *magic saving throw.*

Magical Items: All Fleshhounds have a *Collar of Khorne* (see *The Magic of Chaos* p100).

Special Rules: Fleshhounds have a *bite* attack which is *poisonous*. If they are not within 6″/12 yards of a Daemon or follower of Khorne, the Hounds will attack the nearest creature.

Fleshhounds can use their powerful legs to leap up to 4″/8 yards at an opponent, passing over intervening objects which are 2″/4 yards high. This gives them a *to hit* bonus of +1/+10 to their **WS**, for the first round of a combat only.

If the resulting *bite* attack is successful the Fleshhound gets two extra *claw* attacks as well. These *claws* hit automatically, and no extra *to hit* rolls need be made.

FLESHHOUNDS

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
10	5	-	5	4	2	6	1	3	4	10	10	60

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
10	49	-	5	4	11	60	1	-	10	14	89	89	-

These profiles may be modified by the Daemon's Chaos attributes.

THE JUGGERNAUTS

Steeds of Khorne (Kha'a'a Akh'h)

Blood or Soul Crushers — **Juggers**
Feet of Khorne — **Blights of Khorne**

JUGGERNAUTS

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
7	3	-	5	5	3	2	2	10	2	10	10	75

The Steeds of Khorne have an armour save of 4, 5 or 6.

Warhammer Fantasy Rolepaly

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	-	5	5	17	20	2	-	89	6	89	89	-

Juggers have 2 *armour points* on their heads, shoulders and backs.

These profiles may be modified by the Daemon's Chaos attributes.

These riding-beasts are occasionally granted to Champions of Khorne (see *The Followers of Chaos* p35), and are also ridden into battle by the Bloodletters of Khorne.

Physique: The Juggers are quadrupeds, with broad bodies, the heads of warped bullgods, powerful legs and heavy, wide-mouth. Their skins are made of living metal, riveted with Khorne's skull-rune. Their hindquarters are less heavily armoured than their massive forequarters. A saddle is often cut into the living metal of the beast's flesh. Juggers range in colour from vivid red-burnished steel through to deep wrought-iron black.

And to tell of his Beast: the like of it has never been seen. He came upon a mighty steed of groaning iron and brazen steel, a thing of living metal that stood taller than a man and roared with all the furies of a thousand dead. He sat securely proud in a deep saddle that grew out the very back of this accursed Beast, its high posts framing a massive head, part hound, part bull, part the incarnate soul of bloody hate. As it came toward us we saw its thousand close-riveted plates, forged in dark fires and bound with runes. Its breath was fear and its every step a thundering knell of doom. As it bared its brazen, gore-speckled fangs, we lost all heart and turned, fleeing to the safety of the night and terrors still unseen.

Alignment: Chaos (Khorne)

Psychological Traits: Juggers cause *fear* in all creatures under 10 feet tall whom they charge. Juggers are subject to *stupidity* when separated from their riders. If a Jugger fails a *stupidity* test it attacks the nearest creature. Immune to all other *psychology* rules.

Magic: See *Daemonic Saving Throw* (p74) for details of a Juggernaut's *magic saving throw*.

Special Rules: 1 *gore* attack, damage x 2; 1 *crush* attack. A *crush* attack can only be directed to the front and side of the Jugger. The *crush* ignores the target's **T** characteristic - ie no throw to damage need be made for the *crush*. **WFRP:** the crash causes damage irrespective of *Toughness* or armour.

SERVANTS OF SLAANESH...

...by their incantations, conjurations and accursed crafts have seduced, depraved and corrupted both Man and Beast, bringing them low in the sight of others. Numberless are their enormities and horrid offences; heinous and wicked their every action. Revelling in perversity and debasement, twisted in mind and body, these insidious servitors of the Pleasure Lord take delight in all manner of abominable and unclean deeds. The Slaaneshi spread the depravity of Chaos to the unwary and uncaring with heretical crimes and disobediences that cry out against nature and the true order of the world.

Amassed on the field of battle, the electric colours of their contorted forms offend the eye as their diseased lewdness offends the mind. Half-bared torsos of pink and blue boast of unreined lust; others display limbs of glistening greens and yellows - pale shades of corruption which belie the darkness they hide inside. They have abandoned the last vestige of true decency and sacrificed their Humanity to serve the Dark Power of the Master of Carnal Joys and spread his corruption among the innocent...

THE KEEPERS OF SECRETS

Greater Daemons of Slaanesh (Q'tlahsi'issho'akshami)

Slayers of Slaanesh
Feasters of Pain
Base Ones

Despoilers of the Flesh
Great Horned Ones

These huge and powerful Daemons are only used by Slaanesh when all else has failed. Violence is but a small part of Slaanesh's nature, but when force is the only solution, these beings are perfectly equipped for it. They take a gloating, sadistic pleasure in killing and torture, and exist only for the delights of carnage. They take particular pleasure in destroying the creatures and followers of Khorne.

It is also said that they can hear anything that is said anywhere, in any dimension, and thus they are called 'The Keepers of Secrets'. They may trade their knowledge for gifts or services.

Physique: These massively built Daemons are reminiscent of Minotaurs in their general physique; their heads are horned and bovine, and they have an essentially humanoid body with two pairs of muscular arms. The upper pair ends in immense crablike claws, and the lower pair in powerful humanoid hands. They have the single female breast which distinguishes all Daemons of Slaanesh, and dress in a baroque costume of chain mail and leather armour. Colour varies widely, but is always a pastel shade of red, orange, electric blue or vivid green. The insides of the ears, the palms of the hands and the soles of the feet are generally a lighter, mottled shade of the same colour.

Alignment: Chaos (Slaanesh)

Psychological Traits: As Greater Daemon. Subject to *frenzy* and *hatred* of creatures and followers of Khorne.

Magic: Greater Daemons of Slaanesh know six spells of various levels. They always succeed in casting spell, and no *magic points* are expended (see *The Magic of Chaos* p67). See *Daemonic Saving Throw* (p74) for a Keeper of Secrets' *magic saving throw.*

Magic Items: Greater Daemons of Slaanesh have a 50% chance of being equipped with *Chaos Armour*, and have a randomly-generated magical weapon and D4 other randomly generated magical items. See *The Magic of Chaos* (p67) for further details.

Special Rules: As Greater Daemon. Attacks are 4 *claws* or 4 *weapon* attacks, 1 *bite* or *gore* and 1 *stomp*.

KEEPERS OF SECRETS

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
6	10	10	7	7	10	10	6	10	10	10	10	900

The **PV** has been increased to reflect the spell-using abilities of the Keepers.

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	39	100	6	89	89	89	89	89	18

These profiles may be modified by the Daemon's Chaos attributes.

THE DAEMONETTES

Lesser Daemons of Slaanesh (Q'tlahs'itsu'aksho)

Children of Slaanesh
Bringers of Joyous Degradation
Givers of Indescribable Delight

Debauched Ones
Seekers of Decadence

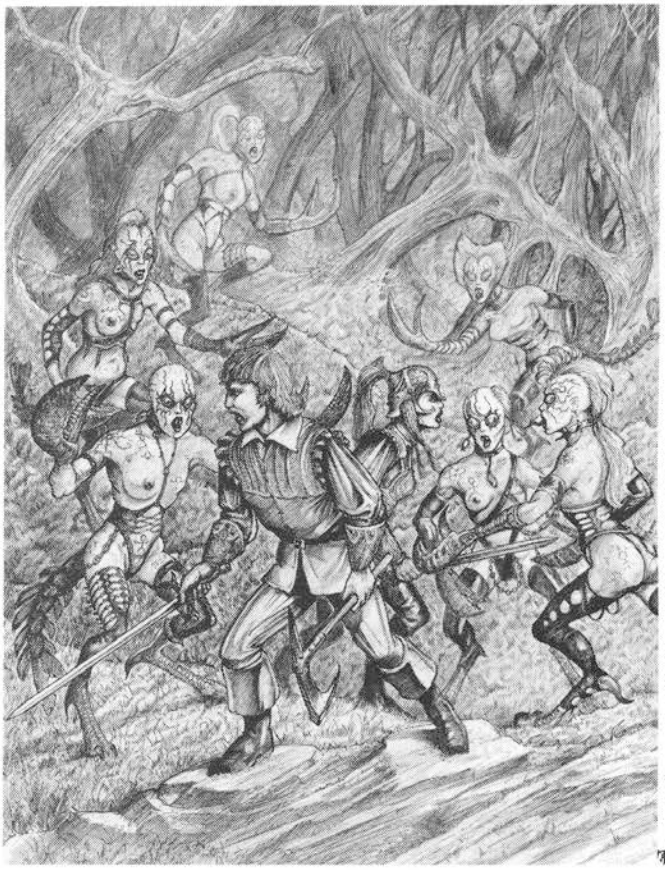
The Daemonettes are the most numerous of Slaanesh's daemonic followers, and serve his purposes in a number of ways. They fight as troops on the battlefield, and are occasionally granted as companions to Human followers of Slaanesh. Like Slaanesh, the Daemonettes are beautiful, but their beauty is perverse and unnatural, and causes loathing rather than admiration. They often ride into battle on Mounts of Slaanesh.

Physique: The Daemonettes stand nearly as tall as a man, and are white skinned with deep green saucer-like eyes. Their figures and faces are something like those of Human women, but they have only one breast. They often decorate their bodies and their long, flowing white hair with a variety of bizarre designs, painted or tattooed onto their skins in the pastel colours of Slaanesh. Slaanesh's symbol, endlessly repeated, is the most popular motif. Their arms end in chitinous crab-like claws, and they have two-toed, clawed feet and a razor-edged tail. They sometimes wear elaborate chain mail armour.

Alignment: Chaos (Slaanesh)

Psychological Traits: As Lesser Daemon. *Hate* followers of Khorne.

Magic: A unit of Daemonettes can know up to 6 level 1 spells (see *The Magic of Chaos* p78). They always succeed in casting spells, and no *magic points* are expended. See *Daemonic Saving Throws* (p74) for a Daemonette's *magic saving throw.*



Magical Items: Daemonettes do not normally possess magical items, but if you wish, a randomly generated Daemonette may have a 10% chance of one magical item. This may be determined for individual Daemonettes, or one roll can be made for an entire regiment and the result applied to all the unit's models.

Special Rules: As Lesser Daemon. 2 *claw* attacks and one *tail*.

A correctly attired worshipper of Slaanesh may summon D6 Daemonettes riding Mounts of Slaanesh by using a *Summon Lesser Daemons* spell, but at a cost of only 2 *magic points*. If any Daemonettes survive their mission they will demand that the summoner sacrifices one of his company to Slaanesh before they will depart peacefully.

DAEMONETTES

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
4	6	5	4	3	1	6	3	10	10	10	10	100

Daemonettes have an *armour saving throw* of 6. The points value has been modified to reflect the Daemonettes spell casting abilities.

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	42	4	3	5	60	3	10	89	89	89	89	89

1 **AP** on all locations.

These profiles may be modified by the Daemon's Chaos attributes.

THE FIENDS

Creatures of Slaanesh (Q'qha'shy'ythlis)

Beasts of Slaanesh
Bestials

Rams of Slaanesh
Unholy Ones

The hunting beasts of Slaanesh are often found accompanying his Daemons, and are sometimes granted to mortal followers.

Physique: The Fiends appear as an unholy mixture of scorpion, reptile and Human. They have a segmented main body with a broad, stingered tail and humanoid legs. From the front of the lithe body grows a row of humanoid breasts with a pair of arms which are sometimes used as front legs - the beast does not have the necessary intelligence to grip anything with them. The head is similar to that of a monitor lizard, and has a long tongue and a pair of horns.

The torso of a Fiend is often a white or pastel shade. Their segmented rear bodies are a richly burnished shade of the same hue. Their legs are a dark complementary colour, with pastel-coloured or white feet. Their horns are a deep ivory colour, and their eyes a dark bottle green.

Alignment: Chaos (Slaanesh)

Psychological Traits: Immune to *fear* and *terror* unless caused by gods or Daemons.

Special Rules: One *poisonous tail-lash* attack, to front and sides only and one *lick* attack to the front only. The *lick* causes no damage, but on a successful hit the victim must make a **WP** test or become subject to *stupidity* for 24 hours, as the saliva of the Fiend (which is laced with euphoric and soporific drugs) enters their system.

Fiends exude a musky perfume, which is highly attractive to all creatures. A model within 4"/8 yards of a Fiend must make a **WP** test or move adjacent to a Fiend. Other members of a unit have the option of voluntarily accompanying their affected companion, or abandoning him to his fate. A victim becomes hysterically strong, and cannot be prevented from reaching the Fiend to whose perfume he has succumbed. Victims are unable to do anything other than stand quite still, drinking in the heady perfume of the Fiend. Only one victim can be influenced by a single Fiend's *musk* attack.

FIENDS

Warhammer Fantasy Battle

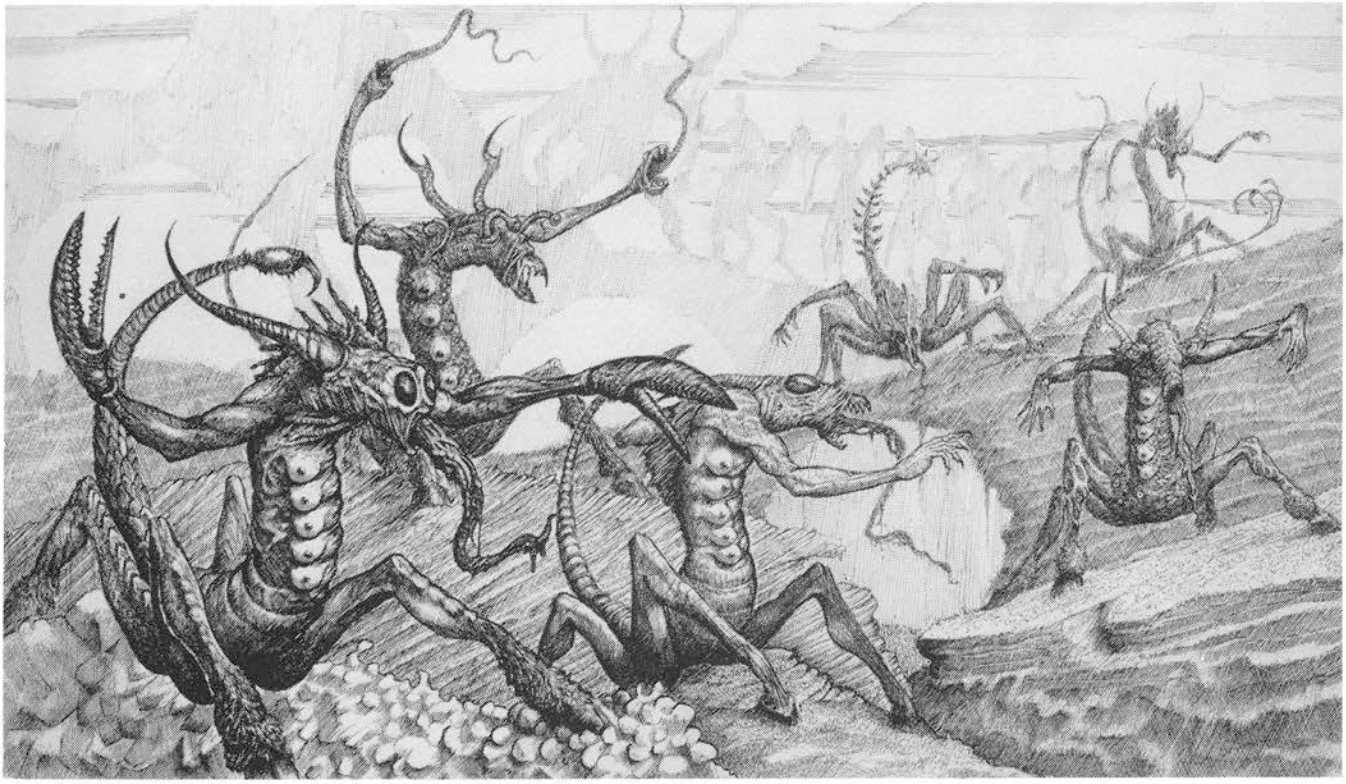
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
6	3	-	3	3	1	3	3	8	4	8	8	40

The points value has been modified to reflect the Fiend's special attacks and *psychological* immunities.

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	-	3	3	1	30	3	-	43	14	43	43	-

These profiles may be modified by the Daemon's Chaos attributes.



THE MOUNTS OF SLAANESH

Steeds of Slaanesh (Q'qha'thashi'i)

Flesh Lickers — **Degraded Ones**
Tongue Lashers of Slaanesh — **Whips of Slaanesh**

These strange bipedal beasts are sometimes granted to followers of Slaanesh, and are frequently ridden into battle by the Daemonettes. They do not attack in combat, but can move very quickly, and use their long tongue to ensnare their rider's opponents, making them easy targets.

Physique: Mounts of Slaanesh are bipedal, combining the appearance of a horse and an ostrich. They have two long, feminine legs, and a crest of vivid green hair runs the length of the back. The glossy fur on the legs and upper parts of the body is a pale lavender colour, while the head, tail and underside are pastel yellow with mottled deep red markings. They have a long, tubular snout, ending in a small mouth from which their long, electric-blue tongue shoots constantly back and forth.

Alignment: Chaos (Slaanesh).

Psychological Traits: None.

Special Rules: Mounts may attempt to snare Human sized or smaller targets within 3"/6 yards using their tongue. This is their only attack, and they must make a normal attack roll to do so. If the attack succeeds, the victim is completely *ensnared*, and may not move or attack. The Mount then pulls its tongue in, dragging the victim onto the weapons of its rider.

WFB: the rider may strike the victim at +2 *to hit;*

WFRP: the victim counts as a *prone* target.

The victim can only escape if somone else cuts through the Lasher's tongue, which has **T** 4, **W** 1/4.

MOUNTS OF SLAANESH

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
12	3	-	4	5	1	6	1	-	-	-	-	20

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
12	33	-	4	5	10	60	0	-	-	-	-	-	-

These profiles may be modified by the Daemon's Chaos attributes.

FOLLOWERS OF CHAOS

Being a Demonstration of the divers Processes by which those foolish Mortals who serve the Chaos Powers may come to their just Rewards and Deserts, and including Discussions on the Fates of such Mortals at the Hands of the Powers of Chaos

"Johann von Gottlieb. Murderer, hater, willing servant of Khorne. His bloody road led him deeper into Chaos. He was unwise when he first killed, and with each killing his folly grew. Each death marked him as Khorne's own, each drop of blood raised him in Khorne's sight. But it was his last killing as a true man that marked him out: Johann slaughtered one of Khorne's Champions.

"In that moment he bellowed his victory to the sky. The Champion's blood was for Khorne. The Champion's armour, a suit of darkest metal, forged in some far smithy of Chaos, was for Johann. In that moment, Johann's handhold was firm, his reach was long enough for the climb ahead. And in that moment, the darkness within burst free, and Johann was marked as the Blood God's servant. Two terrible curved horns, like those of a ram, sprouted from his forehead.

"And what of the other von Gottlieb? There are many roads to Chaos, and Lothar galloped down his chosen path. Nothing was beyond him. No creature, man, woman or child, living or dead, was safe from his depravity. His behaviour would have shamed a Bretonnian."

At the back of the room a young woman sniggered and leaned forward in her chair. The old man sipped his wine and held up a finger. Questions died on the girl's lips.

"I will say no more of that. But, young lady, you also wish to know whether Lothar was marked by Chaos. You want to know whether you could see the mark... as if that proved his guilt. Lothar was tainted from the moment he began his climb towards the power and pleasure of Slaanesh!

"His loyalty was hidden from casual eyes. It was his hands, my dear, his hands. Fools wondered why Lothar always wore gloves, and pitied his rheumatic fingers. The creature within had shown itself, and Lothar's long, clever fingers had become bestial claws. The first mark of Slaanesh was made, and Lothar bore it with quiet and misguided pride...

The Inevitable City

The City was built of dark madness, and it stretched across the land to fill me with dread, for the path I trod would bring me to its portal. The City stones had been quarried from the night and in all their details and dressings they celebrated wickedness. No rain could wash the dust of evil from that place and no wind could drive out its corrupt air. Insanity had served as architect, engineer and master to the City's masons, and had guided all their levels and plumblines.

I turned my steps towards the far horizon, and still the City was before me. Once more I turned, and again, and yet another turning. With each freshly chosen course I drew nearer to the City gates, and its towers and walls loomed higher. The fateful gateway was the end of every road, and despair gnawed at my heart.

As I paused to seek a new escape, I saw that I was not alone on the inevitable, hideous path. Between myself and the City stood a man, his head bent and his eyes downcast, lost in some deep contemplation. As I watched, he turned towards the City. His strides were firm, but he came no closer to the gate, and I watched as he passed me by, and went further from the gates until he vanished in the distant mists.

Thus was it possible to avoid the City and its brooding darkness, and I resolved to march, against all reason, to the City. And when I did so, the City grew no closer, but was soon lost to my sight…

- Liber Malefic, The Book of Chaos Foreseen, Marius Hollseher

THE ROAD TO POWER

Although the gods of Chaos are indeed foul, there are those who willingly choose to serve and follow them. The promise of easy power and the seductive blandishments of Chaos can prove too strong for many minds. And so there are those willing to ally themselves with the Dark Powers of Chaos. The commitment is total: body and soul belong to Chaos. Followers of Chaos give up all vestige of their former Humanity and become Champions of Chaos - the warriors and sorcerers who ravage across the Chaos Wastes in the name of one Dark Power or another.

The many who dedicate themselves to the service of Chaos and its gods are doomed to an all-or-nothing existence as a Champion of Chaos; the rewards of Chaos are ultimate power or endless oblivion. And power is everything: to achieve greatness in the eyes of their Chaos gods Champions carry out any act, no matter how vile. This tainted flirtation with the power of Chaos is, in itself, part of the price and the reward of Chaos, and there is a price to be paid. Mutation and madness are only part of that price, but mutation and madness become the rewards of dedicated service for a true Champion of Chaos.

Eventually the 'lucky' few are rewarded by achieving the status of Daemonhood in the service of their Chaos god. They can pass beyond mortal concerns, rising to even higher levels of power as immortal followers of Chaos.

For the rest, however, their flirtation with power can end as abruptly as it began. Chaos has its own reckoning, when those Champions of Chaos who are found lacking in the eyes of the gods are condemned. For those who fail, the final reward of Chaos is terrible. They become mindless, oblivious Chaos Spawn. It is their fate to run, gibbering and shrieking, with the countless other individuals that the Chaos gods have used and tossed aside.

The Champion of Chaos chooses an easy road to power, but it is only a short road. He cannot escape the day when his fate finds him out. To exist as a Daemon Prince or Chaos Spawn is the final price of Chaos. The madness and mutation that are the hallmarks of Chaos are a small price indeed.

FOLLOWERS OF CHAOS

Warhammer Fantasy Battle (**WFB** p227) presents five formal character profiles for Chaos Warriors and five for Chaos Sorcerers. This is, of course, in keeping with the other intelligent races given in the rules. The character profiles presented there are perfectly suited for generating quick 'off-the-peg' Chaos followers for battles.

Realm of Chaos makes no attempt to use the system of profiles and advances given in **WFB**. This book gives you a new system for generating highly detailed Champions of Chaos and their followers. While **WFB** limited the followers of Chaos to humans and their near kin, there are no limits on the types of humanoid creature who may serve the gods of Chaos - a member of any of the humanoid races detailed in **WFB** can provide the starting point for generating a Champion of Chaos using these rules.

THE PATH OF CHAOS

This chapter of **Slaves to Darkness** is a complete system for generating Champions of Chaos and their retinues of Beastmen followers. While the system is presented for **Warhammer Fantasy Battle**, for the sake of clarity, details are provided at the end of this chapter on converting the system for use with **Warhammer Fantasy Roleplay**.

The Chaos Champion generation system below does not produce 'neat' results and profiles such as those given in **Warhammer Fantasy Battle**. The results are widely varied and unpredictable, and there is little chance that two Champions of Chaos generated using this system will even remotely resemble each other. The system can also be used to produce 'instant' random Daemons, who do not necessarily serve any of the Chaos gods presented here or in **The Lost and the Damned**.

The system can also be used as part of a campaign - a series of battles fought with the same forces. After every game, your 'personal' Champions of Chaos can receive their rewards for actions carried out on the battlefield. A Chaos Champion can begin life as a warrior or wizard who has recently turned to Chaos, fight his way through several battles, and ultimately achieve the heights of Daemonhood or the depths of existence as a Chaos Spawn.

Campaign rules are an integral part of the Champion of Chaos generation system. Models removed during battles are no longer assumed to be dead; now they can be survivors, if a little battered and bruised. The models are then ready for the next in a series of battles.

Such a series of battles can be developed into a *narrative campaign* - battles linked by a coherent storyline. A narrative campaign gives players a reason to have battles. The plotline of the campaign gives the players the 'story so far' - why the battle is happening, and how and why the forces present came to be involved. The battle is then fought out, and its result determines the flow of the story until another battle arises. Players can take turns creating the plot that links the battles, or creating separate reasons and tales of why other groups become involved.

CHAOS WARRIORS & SORCERERS

In **Warhammer Fantasy Battle** there was a distinction made between 'Chaos Warriors' and 'Chaos Sorcerers.' The two are only varieties of the one entity: the Champion of Chaos. In **Realm of Chaos**, the two terms are used, but in a slightly different way than in **WFB**.

The system presented here generates Champions of Chaos with widely differing profiles and abilities. Of these, some will be clearly recognisable as 'Chaos Warriors', others as 'Chaos Sorcerers'. The two titles indicate how the 'warrior' or 'sorcerer' serves Chaos - through physical might or magical power. In **Realm of Chaos** the two titles can, however, include warriors who can cast spells and wizards who can fight. Furthermore, here the titles have no direct relationship with the profiles and powers presented in **Warhammer Fantasy Roleplay**.

Both warriors and sorcerers are types of Chaos Champion, and it is quite possible that the generation system presented in this chapter will produce a hybrid of the two types. A warrior who turns to Chaos can easily gain magical abilities as he grows in power, and could be called a 'warrior-sorcerer'. Similarly, a wizard who follows the paths of Chaos may ultimately gain fighting skills and mundane powers, and could easily be termed a 'sorcerer-warrior'.

The distinction between 'warriors' and 'sorcerers' of Chaos is one of terminology. Both are Champions of Chaos, and servants of one of the Dark Powers.

HOW THE SYSTEM WORKS

There are a number of charts and tables in this chapter, and the inter-relationships between them may, at times, seem complex. This section is a broad outline of the process of creating a Champion of Chaos. If you spot an apparent inconsistency between the system as given in this section and the complete of the rules given elsewhere, follow the detailed rules - this cannot be a complete explanation of every rule in this chapter.

A Champion of Chaos begins life as a randomly generated profile. This is a new follower of Chaos, freshly come to the Chaos Wastes in the service of one of the Dark Powers. This follower of Chaos immediately receives two *rewards* from his patron Chaos Power: one *Chaos gift* which depends upon the god, and a *Chaos attribute*. The new Champion's rise to power has begun.

The Champion then increases in power by being given further rewards. Each of these is determined randomly and could be one of several types. The Champion could receive another Chaos attribute; be given some sort of Chaos gift, such as a pack of Chaos Hounds, magical equipment, and the like; or receive a special gift specifically from his own god. At the same time, the Champion is gaining followers - weak-minded individuals who have turned to Chaos in a mean and petty fashion.

It is even possible for a Champion to come to the notice of his Power, and be judged fit only to become a Chaos Spawn or, for that matter, be raised in power to Daemonhood. This process of reward continues until you have produced a suitable Champion of Chaos, a Chaos Spawn, or a Daemon Prince.

When used as part of a campaign set in the Chaos Wastes rewards have to be earned by a Champion of Chaos. As might be expected, different gods give rewards for different acts, but these are always generated randomly. Champions in campaigns carry on until they are dead, or are no longer true Champions.

If a Champion does manage to become a Daemon Prince at some point he receives all the benefits of Daemonhood and is removed from play as a Champion of Chaos. Optionally, this new Daemon Prince can be kept in play and used as a patron for new Champions of Chaos. As the Daemon Prince sponsors Champions to Daemonhood, these new Princes can act as sponsors for further Champions. The process can continue for as long as you like, building a kind of daemonic 'family tree'.

If the Champion becomes a Chaos Spawn he can no longer progress, but might, under certain circumstances, remain in campaign play or be used in subsequent battles.

A flowchart (p42) shows this entire process in a visual form.

STARTING PROFILES

Champions of Chaos do not begin as servitors of the Chaos gods. A Champion's life is perverted and warped by Chaos, but at the start there is little to mark him out as different from the numerous other fighters and wizards who battle across the world. However, at some point he turns to Chaos, and in that moment he is lost.

The table given below can be used to generate the starting profile for a Champion of Chaos. At this point the profile represents a character who has newly arrived in the Chaos Wastes, or who has recently entered service with one of the Chaos gods.

Roll twice on the table below. The first roll determines the race of the new Champion. The second roll gives you his starting profile. The table reflects the fact that Chaos has less appeal to those who are already powerful.

Any spells and *magic points* should be determined for wizards using the normal rules of **Warhammer Fantasy Battle** (the Champion has only just turned to Chaos, and is assumed to have had a 'normal' life before he did so). Special rules for a particular race also apply in full, and will continue to do so until acquired Chaos attributes and Chaos gifts cancel them or make their application impractical during games.

STARTING PROFILE TABLE

01-20 CHAOS DWARF: Roll D100

D100	Result	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-35	Chaos Dwarf	3	4	3	3	4	1	2	1	9	7	9	9
36-50	Dwarf 5 Hero	3	5	4	4	4	1	3	2	9	7	9	9
51-55	Dwarf 10 Hero	3	6	4	4	5	2	3	3	10+1	7	9	9
56-60	Dwarf 15 Hero	3	6	4	4	5	3	4	3	10+2	7	10+1	10+1
61-62	Dwarf 20 Hero	3	7	4	4	5	4	5	4	10+3	7	10+1	10+1
63	Dwarf 25 Hero	3	7	5	4	5	4	5	4	10+3	9+2	10+2	10+2
64-78	Dwarf 5 Wizard	3	5	3	4	4	1	2	1	9	8+1	10+1	10+1
79-88	Dwarf 10 Wizard	3	5	3	4	4	2	3	1	10+1	9+2	10+1	10+2
89-93	Dwarf 15 Wizard	3	6	3	4	5	3	3	1	10+2	9+2	10+2	10+2
94-98	Dwarf 20 Wizard	3	6	4	4	5	4	4	1	10+2	10+3	10+2	10+3
99-00	Dwarf 25 Wizard	3	7	5	4	5	4	5	1	10+3	10+3	10+3	10+3

21-35 DARK ELF: Roll D100

D100	Result	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-30	Dark Elf	5	4	4	3	3	1	6	1	8	9	9	8
31-50	Elf 5 Hero	5	5	5	4	3	1	7	2	8	9	9	8
51-60	Elf 10 Hero	5	6	5	4	4	2	7	3	9+1	9	9	8
61-63	Elf 15 Hero	5	6	5	4	4	3	8	3	10+2	9	10+1	9+1
64	Elf 20 Hero	5	7	5	4	4	4	9	4	10+3	9	10+1	9+1
65	Elf 25 Hero	5	7	6	4	4	4	9	4	10+3	10+2	10+2	10+2
66-85	Elf 5 Wizard	5	5	4	4	3	1	6	1	8	10+1	10+1	9+1
86-95	Elf 10 Wizard	5	5	4	4	3	2	7	1	9+1	10+2	10+1	10+2
96-98	Elf 15 Wizard	5	6	4	4	4	3	7	1	10+2	10+2	10+2	10+2
99	Elf 20 Wizard	5	6	5	4	4	4	8	1	10+2	10+3	10+2	10+3
00	Elf 25 Wizard	5	7	6	4	4	4	9	1	10+3	10+3	10+3	10+3

36-95 HUMAN: Roll D100

D100	Result	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-35	Human	4	3	3	3	3	1	3	1	7	7	7	7
36-50	Human 5 Hero	4	4	4	4	3	1	4	2	7	7	7	7
51-60	Human 10 Hero	4	5	4	4	4	2	4	3	8+1	7	7	7
61-65	Human 15 Hero	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1
66-67	Human 20 Hero	4	6	4	4	4	4	6	4	10+3	7	8+1	8+1
68	Human 25 Hero	4	6	5	4	4	4	6	4	10+3	9+2	9+2	9+2
69-83	Human 5 Wizard	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1
84-93	Human 10 Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2
94-98	Human 15 Wizard	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2
99	Human 20 Wizard	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3
00	Human 25 Wizard	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3

96-00 OTHER RACE: Roll D100

D100	Result	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-15	Beastman	4	4	3	3	4	2	3	1	7	6	7	6
16-21	Centaur	8	3	4	4	3	2	3	2	7	7	7	7
22-24	Fimir: Fimm	4	4	3	4	5	2	3	2	6	5	6	6
25-27	Fimir: Shearl	4	3	1	4	3	2	2	1	6	5	6	6
28-31	Goblin	4	2	3	3	3	1	2	1	5	5	5	5
32-41	Half-Orc	4	3	3	3	3	1	3	1	7	6	7	7
42-47	Hobgoblin	4	3	2	3	4	1	3	1	7	6	6	6
48-55	Human Were	Roll on Human table for starting profile and see below											
56-59	Lizardman	4	3	3	3	4	2	1	1	9	5	9	9
60-68	Minotaur	6	4	3	4	4	3	3	2	9	5	7	6
69-80	Orc	4	3	3	3	4	1	2	1	7	5	7	7
81-93	Skaven	5	3	3	3	3	1	4	1	6	6	5	7
94-96	Slann	4	3	2	3	4	1	3	1	8	7	9	9
97-00	Zoat	7	5	3	4	5	3	5	2	10	9	9	9

If you receive a Were starting profile (**WFB** p225) as the basis for a Champion of Chaos you will have to generate two sets of rewards and two profiles for the single creature. A Were can have different Chaos attributes and Chaos gifts in its Wolf-man and Human forms; the two sets are completely unrelated. It can even turn into a Daemon or Chaos Spawn in one of its forms without the other one being affected in any way (effectively, the Were becomes a Were-Daemon or a Were-Spawn rather than a werewolf). It is even possible for a Were to become a Daemon in one form and a Spawn in the other!

Except in competition games, you can choose a Chaos Warrior *Thug* profile (**WFB** p227) or Chaos Sorcerer *Initiate 5* profile (**WFB** p228) if you wish. However, a new Champion of Chaos with either of these profiles starts with one attribute already in existence, in addition to the first attribute that all Champions receive as a mark of their god's favour (see *The Mark of the Gods*).

Where the Daemon treads, there treads the weakling after. Where stalks the dark hunter of the night, creeps behind the craven fool.

I say you can find out the servants of darkness and tell them by their Mark. For believe me, each bears a Mark, each bears an outward scar of the devilry within. No man is born so unnatural that his body does not revolt at the foul pollution spawned inside.

And by these Marks can you tell them. By the horns of the beast - for they have turned themselves from the light and should be slaughtered like the kine in the fields. By the scales of the snake - for they slither in dark places and should be beaten with a rod. By the feathers of the eagle - for they have vexed the gods with vain flight and should be brought down with a stone...

THE MARK OF THE GODS

Once the starting profile of a Champion of Chaos has been determined he is marked as a servant of the gods. All Chaos Champions receive one *Chaos attribute* generated randomly using the *Personal Attributes Table* in *The Mark of Chaos* (p114).

If the Champion has the starting profile of a Chaos Thug or Initiate Chaos Sorcerer, two Chaos attributes should be generated rather than one.

It is quite possible that the first attributes that a Champion receives will turn him into a Chaos Spawn. Such results for the can be re-rolled at this point.

The Champion also receives a *Chaos gift* from his chosen Power, which marks him as a servant of that Power. The gifts of Nurgle, the Lord of Pestilence, and Tzeentch, the Changer of the Way, are detailed in **The Lost and the Damned**. The gifts of Khorne and Slaanesh are as follows:

Khorne: Champions of Khorne receive a suit of *Chaos Armour* (see *The Magic of Chaos* p100) as well as their first attribute. Spellcasters immediately lose their highest *magic level* and its spells, *power level* and *magic points*.

Slaanesh: Champions of Slaanesh receive +1/+10 **WP** in addition to their Chaos attribute.

Other Chaos gods: You may wish to generate a Champion of Chaos who is loyal to one of the other Chaos gods, not one of the four Powers detailed in the two volumes of **Realm of Chaos**. The first *Chaos gift* of this other god is generated randomly using the *Chaos Rewards Table*. If you have developed your own Chaos god you can determine the Chaos gift your new deity gives to his followers.

Once a Champion has received one Chaos attribute and one Chaos gift from his god further rewards are determined randomly. The initial part of rewards *are* counted when determining whether a Champion becomes a Daemon or Spawn, and when determining a Champion's retinue. (ie the Champion is potentially entitled to some followers immediately - see *Retinue of a Chaos Champion p57).*

CHAMPION STARTS HERE

SEE *TURNING TO CHAOS* (P38)

GENERATE STARTING PROFILE OF CHAMPION

SEE *STARTING PROFILES* (P40)

KHORNE
SLAANESH
TZEENTCH
NURGLE

CHAMPION RECEIVES FIRST REWARD OF CHAOS AND FIRST MUTATION

SEE *MARK OF THE GODS* (P41)

RANDOMLY GENERATE THE CHAMPION'S REWARD

ON *CHAOS REWARDS TABLE*
SEE REWARDS OF CHAOS (P45)

CHAMPION ENTITLED TO NEW FOLLOWERS

NO

YES

KHORNE
SLAANESH
TZEENTCH
NURGLE

GENERATE SPECIAL REWARD FOR FOLLOWER ON *REWARDS TABLE OF PATRON CHAOS POWER* AND MODIFY PROFILE

SEE *REWARDS OF THE GODS* (P47)

DETERMINE FOLLOWERS THAT APPEAR

SEE *RETINUE OF A CHAMPION OF CHAOS* (P57)

GENERATE SPECIAL REWARD FOR FOLLOWER CHARACTER ON *CHAOS REWARDS TABLE* AND MODIFY PROFILE

SEE REWARDS OF CHAOS (P44)

GENERATE FOLLOWER PROFILES

FOLLOWER CHARACTER
FOLLOWER UNIT

GENERATE ATTRIBUTE FOR FOLLOWER UNIT ON *PERSONAL ATTRIBUTES TABLE* AND MODIFY PROFILES ACCORDINGLY

SEE *THE MARK OF CHAOS* (P113)

GENERATE REWARD FOR FOLLOWER OR UNIT

SEE *FOLLOWERS REWARD TABLE* (P62)

SELECT FOLLOWER OR UNIT TO RECEIVE FOLLOWERS REWARD

SEE *REWARDS AND THE CHAMPIONS RETINUE* (P62)

CHAMPION EARNS REWARD ON BATTLEFIELD (CAMPAIGNS ONLY)

SEE *CHAMPIONS OF CHAOS AND CAMPAIGNS* (P55)

CHAMPION RECEIVES SPECIAL REWARD

MODIFY PROFILE AS APPROPRIATE

SEE *THE EYE OF GOD* (p45)

KHORNE

WIZARDS

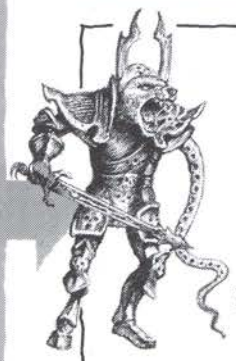
FIGHTERS

DETERMINE CHAOS ATTRIBUTE FOR CHAMPION USING THE *PERSONAL ATTRIBUTES TABLE* AND MODIFY PROFILE

SEE *THE MARK OF CHAOS* (P113)

DETERMINE PERSONAL CHAOS ATTRIBUTE FOR CHAMPION USING THE *PERSONAL ATTRIBUTES TABLE*

SEE *THE MARK OF CHAOS* (P113)



DETERMINE CHAOS REWARD FOR CHAMPION. USING THE *REWARDS TABLE* OF THE CHAMPION'S PATRON CHAOS POWER MODIFY PROFILES

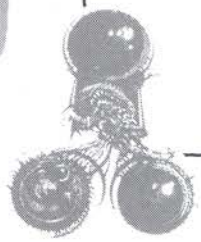
SEE *REWARDS OF THE GODS* (P47)

KHORNE

SLAANESH

TZEENTCH

NURGLE



CHAMPION HAS SIX OR MORE CHAOS ATTRIBUTES?

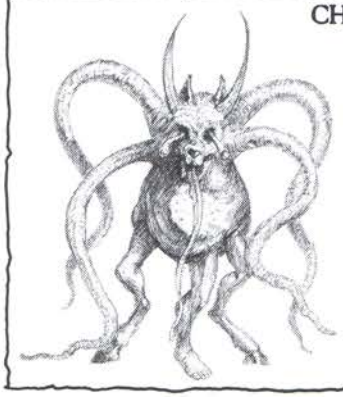
NO

CHAMPION HAS SIX OR MORE CHAOS GIFTS?

NO

YES

YES



CHAMPION OF CHAOS TURNS INTO A CHAOS SPAWN

SEE *BECOMING A CHAOS SPAWN* (P52)

CHAMPION OF CHAOS TURNS INTO A DAEMON PRINCE

SEE *BECOMING A DAEMON PRINCE* (P53)

END OF CHAMPION

SEE *FATE OF A CHAMPION OF CHAOS* (P52)

REWARDS OF CHAOS

Once a Champion has been created and given a *Chaos attribute* and a *Chaos gift* from his patron Power, further rewards are generated randomly using the rules presented in this section.

When creating a random Champion of Chaos you need to roll on this table several times until a suitable character profile has been produced, along with a set of attributes and gifts. This table can also be used as an 'experience' system, allowing characters to improve (or degenerate) during a campaign. The rewards that a Champion can earn on the battlefield are randomly determined using this system. In effect the process of creating an 'instant' Chaos Champion is extended into a series of battles. See *Champions of Chaos and Campaigns* (p55) for more information.

Rewards are divided into two broad categories: *Chaos attributes* and *Chaos gifts*. Attributes are always mutations of one sort or another, while gifts can include creatures of one type or another, armour and weaponry. There are, however, one or two gifts which mutate the Champion in some way (such as receiving the face of a Daemon). Although the effects of these gifts are similar to those of a Chaos attribute they are still Chaos gifts. It is important to keep track of how many attributes and gifts a Champion of Chaos has received, as they can have a bearing on his ultimate fate.

A Champion can also gain followers of various kinds, either as a direct gift from his patron or from the ranks of those who also serve Chaos. See *The Chaos Champion's Retinue* (p57) for further information.

DUPLICATED REWARDS

There is no special benefit or penalty from gaining a duplicate reward unless this is mentioned in the reward's description.

However, it may be necessary to use some common sense when applying gifts and attributes to a Champion. For example, it is possible for a Champion to receive the face of a Daemon as a reward of a Chaos god. It is also possible for the Champion to receive an attribute such as *Flaming Skull Face*. In this case the two can be combined to give the Champion a hideous, burning Daemon's skull in place of a face. Other cases where gifts and attributes may interfere with each other can occur.

REFUSING REWARDS

A Champion of Chaos need not accept a Chaos gift given as a reward from the *Chaos Rewards Table*. Chaos attributes must *always* be taken by the Champion. No matter what its effects, an attribute cannot be turned down.

If a gift from this table is refused another one is determined. The *Rewards of Khorne Table* is consulted for Champions of Khorne and the *Rewards of Slaanesh Table* for Champions of Slaanesh. A reward generated using either of these tables *cannot* be rejected.

For Champions of Chaos who follow gods other than one of the Powers there are two options: you can either create a new *Rewards Table* for a new god of your own choosing, or re-roll on the general *Chaos Rewards Table*. Again, this second reward *must* be taken.

Gifts cannot be rejected twice in succession. If a Champion refused one Chaos gift as determined on the *Chaos Rewards Table* he must accept the next reward generated from that table.

Finally, reward tables for Nurgle and Tzeentch are included in **The Lost and the Damned**.

CHAOS REWARDS TABLE

Roll D100:

01-40 CHAOS ATTRIBUTE

The Champion receives one randomly determined Chaos attribute. This is generated using the *Personal Attribute Table* in *The Mark of Chaos* (pl13). All the effects of an attribute apply, even if this results in the Champion degenerating into a Chaos Spawn. See *Becoming a Chaos Spawn* (p52) for more details. Duplicated Chaos attribute results are applied a second time.

41-43 FRENZY

The Champion and any followers he possesses become subject to *frenzy*. Second and subsequent gifts of *frenzy* reduce **Cl** by 1/10 each (to a minimum *Cool* of 2/20).

44-48 DAEMON WEAPON

The Champion is gifted with a Daemon Weapon. A second Daemon Weapon, with different abilities, can be obtained by a Champion. If this gift is granted a third time the two Daemon Weapons (and their bound Daemons) are forged into one mighty blade.

The Champion may take this reward as a randomly generated magic item instead. Champions of Khorne *must* take a Daemon Weapon. See *The Magic of Chaos* (p94) for further details of Daemon Weapons and magic items.

49-53 CHAOS ARMOUR

The Champion is gifted with Chaos Armour. If the Champion already has a suit of Chaos Armour it is endowed with additional powers. In **WFB**, its *armour saving throw* is improved by one, although this saving throw may never be better than 2, 3, 4, 5 or 6. Chaos Armour, of course, does not affect spellcasting in any way, and so can be worn by 'Chaos Sorcerer' Champions without penalty.

Furthermore, on each occasion (after the first) that a Champion is granted more Chaos Armour there is a chance that he and his armour will become bonded into a single inseparable entity. On a result of 4, 5 or 6 on a D6 this happens and the Champion and his armour fuse. Increase the Champion's *Toughness* by two. This bonding can only occur once.

54-58 CHAOS STEED

The Champion gains a Chaos Steed (see **WFB** p251). On a throw of 6 on a D6 the Champion receives a Riding Beast of his patron Chaos Power rather than a Chaos Steed. Champions who do not follow one of the four Powers of Chaos described in **Realm of Chaos** automatically receive a Chaos Steed. Regardless of its type, the Steed can have up to D6 Chaos attributes. Once an attribute has been generated it must be applied to the Steed, but the maximum number of attributes need not be generated.

A Champion can only use one Steed at a time. Second and subsequent Steeds may be given to any followers of the Champion, used to pull a chariot, or held for the day that the Champion's first Steed is dead.

59-63 CHAOS SPAWN

The Champion is given a number of Chaos Spawn to use in whatever manner he chooses: as servants, beasts of burden, bodyguards, mounts, to pull chariots, etc. The number of Chaos Spawn received depends on the number associated with Champion's Chaos Power: Champions of Khorne receive eight Chaos Spawn, for example, while Slaaneshi Champions receive six. Champions of Chaos who are not dedicated to one of the Powers of Chaos receive D6 Chaos Spawn.

The Spawn are drawn from the numberless hordes of the Chaos packs, and are generated randomly. This can be done on an individual basis, or by treating the Spawn as a single unit.

The starting profiles for the Spawn are determined in the same way as for a Champion of Chaos. However, once this has been done the Chaos Spawn receive D6+6 Chaos attributes, rather than the rewards of a Champion. The attributes are generated using the *Personal Attributes Table* in *The Mark of Chaos* (pl13). If a unit of Chaos Spawn is being generated, roll for each attribute once and apply it equally to every model.

The resulting gibbering abominations will, at best, usually have the intelligence and demeanour of ferocious beasts. They will obey every command that the Champion gives them. However, should the Champion die they will immediately attack the nearest creatures within charge distance. If there are no other creatures within charge distance they will fall upon each other.

There are no limits to the number of Chaos Spawn that a Champion may have in his entourage. If this gift is duplicated, create a new group of Chaos Spawn for the Champion.

64-69 STRENGTH

Add three to the Champion's *Strength*. This gift may take the characteristic beyond normal racial limits.

70-85 GIFT OF THE GODS

The Champion has come to the attention of his patron Chaos Power, who rewards him in a special fashion. Roll again on the appropriate *Rewards Table* (eg *Rewards of Slaanesh Table* for Slaaneshi Champions). The Chaos gift generated on that table cannot be refused by the Champion.

You may create such a *Rewards* table for any other Power you invent, or simply generate a new reward using this table.

86-90 CHAOS HOUNDS

The Champion receives a pack of Chaos Hounds (see **WFB** p251). The number of Hounds in the pack is the number associated with Champion's Chaos Power. Champions of other Chaos Powers receive D6 Chaos Hounds.

On a result of 6 on the roll of a D6 the Champion receives a single Hunting Beast of his Power rather than a pack of Chaos Hounds. For example, Champions of Khorne would receive a Fleshhound. The Hunting Beast can have up to D6 Chaos attributes if you wish.

Champions of Chaos who serve other Chaos Powers only receive Chaos Hounds, never Hunting Beasts, unless you have created examples for other Powers.

91-00 THE EYE OF GOD

The Power of Chaos that the Champion serves, or perhaps one of the Power's most senior Daemons, takes an interest in the Champion and his doings. The Champion's progress as a servant of Chaos is weighed in the balance, and his future is decided.

If the Champion has received six Chaos gifts and fewer than six Chaos attributes he is deemed to have served Chaos well. The Champion is transformed into a Daemon Prince and can be removed from play as a Champion of Chaos. See *Becoming a Daemon* (p53) for more details of this process.

If the Champion has six or more Chaos attributes he is deemed to have become too corrupted to continue as a Champion of Chaos. The Champion is declared to be a Chaos Spawn, and is immediately given a further D6 attributes. See *Becoming a Chaos Spawn* (p52) for further information.

If the Champion has fewer than six Chaos gifts and fewer than six Chaos attributes he continues to serve his god in his current capacity. The Champion receives a Chaos Weapon with a single randomly generated property (see *Chaos Weapons* p80). Additional *Eye of God* rewards may be taken as a second Chaos Weapon which can be passed on to a follower, or as another property for the Champion's own weapon.

He also receives a further gift as a mark of the Power's favour. Champions who began as wizards receive a bonus of +1 to *Attacks* and *Wounds*. Other Champions receive one *magic level*, plus the associated spells, *magic points* and *power level*. However, non-wizard Champions of Khorne never receive such heretical magic powers. Khorne grants them a *Collar of Khorne* (see *The Magic of Chaos* pl00) and a single Fleshhound. If the Champion already has a *Collar of Khorne* this may be given to one of Champion's followers.

REWARDS OF THE GODS

The Powers of Chaos give their own Champions special rewards to mark them as followers and servants. These are given in place of Chaos rewards, which almost any Champion of Chaos could receive. The rewards on these tables can be received when a Champion rejects the general Chaos reward he is offered.

The two tables given below for Khorne and Slaanesh can be used to randomly determine these special rewards. The tables can also be used as guides when creating new Chaos gods and their special rewards.

The *Rewards of Khorne/Slaanesh Tables* cannot be used to determine a reward twice in succession. It is possible that a Champion could refuse one Chaos reward (and take a reward from one of these tables) and, as his next reward, receive a *Gift of the Gods* (81-85) on the *Chaos Rewards Table* (p45). In this case the reward is determined by re-rolling on the *Chaos Rewards Table.*

Unlike rewards from the *Chaos Rewards Table*, rewards that are determined using the *Rewards of Khorne/Slannesh Tables* cannot be refused by a Champion of Chaos. To refuse a personal gift would be a heinous, unforgivable insult to the Champion's dark and forbidding Chaos Power. Such an insult would be repaid with a terrible retribution too awful to contemplate.

REWARDS OF KHORNE

All Champions of Khorne must use the following table to determine the reward given by their blood-stained and angry Chaos god.

D100 Result

01-03 FACE OF KHORNE
The Champion's face changes to a perfect twin of Khorne's own face. This face gives the Champion the ability to cause *fear* 6" +1/*terror* in all living creatures.

Once a Champion has the *Face of Khorne* it marks him for the rest of his life. Further face-changing rewards generated on this table are applied to the followers of the Champion.

04-06 FACE OF A BLOODTHIRSTER
The Champion's face alters to that of a Bloodthirster, the Greater Daemon of Khorne. The Champion causes *fear* in living creatures as a result.

07-10 FACE OF A BLOODLETTER
The Champion's face is replaced by that of a Bloodletter of Khorne. The Champion gains a *poisonous bite*, and can *spit poison* up to 5"/10 yards. The Champion gains one *Attack*.

If a subsequent gift or attribute changes the Champion's face he retains his *poisonous* attack.

11-15 FACE OF A FLESHHOUND
The Champion gains the face and wattle of a Hound, and also gains a *poisonous bite* attack (A +1).

16-20 FACE OF A JUGGERNAUT
The Champion's face changes into a miniature replica of a Juggernaut's face, with flesh of living metal. The Champion may make a *gore* attack, which does normal damage. He also gains one extra *Attack*.

21-25 SKIN OF KHORNE
The Champion's eyes become milky white and lose their pupils. His skin also changes colour as follows:

D6	Skin becomes
1-3	Red
4-5	Black
6	Brass

Champions with brass skin increase their *Toughness* by one. This increase in T can occur only once, and is lost if the Champion's skin changes colour again.

Subsequent skin changes take effect as soon as they are generated.

26-28 COLLAR OF KHORNE
The Champion is granted a *Collar of Khorne* as a mark of the Power's favour (see *The Magic of Chaos* p100). Subsequent gifts of *Collars* may be taken as by the Champion as *Bloodstones* (see *The Magic of Chaos* p101), or can be handed on to the Champion's followers as *Collars*.

29-31 THE HAND OF KHORNE

One of the Champion's hands, paws or tentacles turns bright red. One *weapon* attack made by this extremity causes D4 *Wounds*, rather than just one (**WFRP**: multiply normal damage by D4). This reward and the *Weapon Hand* can be applied to the same limb.

Second and subsequent gifts of this type increase the *Wounds* caused by +1 (eg D4+1, D4+2 etc).

32 MARK OF KHORNE

Khorne's skull-rune is branded into the Champion's forehead, a mark of his allegiance for all to see. Subsequent *Marks of Khorne* are applied to the Champion's followers.

33-36 TECHNOLOGY

The Champion is granted an arcane and mysterious weapon of great power, along with the knowledge and ability to use it. Increase the Champion's *Intelligence* by 2/20, and increase **BS** or **WS** (as appropriate) to one if it is currently zero.

Roll a D10 and consult the following table to determine the number and type of dice rolled on the main weapon table:

D10	Result
1-8	Roll D100+8D6 (to give a single total) to determine the nature of the Champion's gifted weapon
9-10	Roll D100 only to determine the weapon type

Then roll on the following table to determine the type of technological weapon the Champion receives:

Dice Roll	Weapon Received	Dice Roll	Weapon Received
01-05	Autopistol	91-92	Power Sword
06-07	Sawn-off Shotgun	93-94	Heavy Stub Gun
08-12	Shotgun	95-96	Plasma Gun
13-15	Stub Gun	97-98	Power Glove
16-19	Auto-gun	99-100	Heavy Bolter
20-25	Lasgun	101-109	Missile Launcher
26-32	Bolt Pistol	110-118	Auto Cannon
33-35	Graviton Gun	119-121	Multi-Laser
36-40	Hand Flamer	122-124	D-Cannon
41-43	Plasma Pistol	125-130	Beamer
44-69	Bolter	131-133	Jokaero Laser
70-73	Flamer	134-136	Jokaero Needler
74-77	Shuriken Pistol	137-139	Jokaero Flamer
78-81	Shuriken Catapult	140-143	Multi-melta
82-86	Chainsword	144-146	Heavy Plasma Gun
87-88	Power Axe	147-148	Las-Cannon
89-90	Melta Gun		

The Champion's gift never runs out of ammunition or power.

Champions who are gifted with grenade or missile launchers may chose one type of ammunition for their gift. The grenade/missile launcher will never run out of this type of ammunition.

Unlike the Chaos attribute of *Technology* (see the *Personal Attributes Table* in *The Mark of Chaos* p113), the Champion incurs no *Movement* penalty. Khorne's gift includes a sufficient number of suspensors (**WH40K** p124) to offset any penalty.

Full details of the weapons listed may be found in **Warhammer 40,000**. An up-to-date weapon summary is included in **Chapter Approved: The Book of the Astronomicon**. The weapons are used as given in **Warhammer Fantasy Battle** or **WH40K** games. You will need to use the conversion rules presented in **Warhammer Fantasy Roleplay** (**WFRP** p213) when using this gift in a roleplaying campaign. If you do not have a copy of **Warhammer 40,000** re-roll this result to generate another reward of Khorne.

Subsequent gifts of technological weaponry can be kept by the Champion, or given to one of his followers.

37-40 POISONOUS BITE

The Champion is gifted with a *poisonous bite*, which can be used in place of one other attack.

41-45 REGENERATION
The Champion is gifted with the ability to *regenerate* in the same fashion as a Troll (see **WFB** p239 or **WFRP** p229). Subsequent gifts of *Regeneration* confer no additional benefit.

46-55 FRENZY
The Champion and any followers he possesses become subject to *frenzy*. Second and subsequent gifts of *frenzy* reduce CI by 1/10 each (to a minimum score of 2/20).

56-70 CROSS-BREED
The Champion merges with a Fleshhound, and becomes a hybrid entity.

The profile of the hybrid Champion is the average of those of the Champion and the Fleshhound. Pairs of characteristics on the two profiles are added together and divided by two, rounding any fractions down. This new number is entered on the hybrid's profile. For example a Fleshhound has M 10, while a Champion has M 4 - the new hybrid Champion has M 7 (10+4=14/2=7).

The new hybrid Champion retains all the Chaos gifts of its Champion 'parent'. The Champion may retain the Chaos attributes of his Champion 'parent', or may generate an equal number of new attributes. The Champion's face also changes as described above under the *Face of Fleshhound* reward. The hybrid Champion only receives the Fleshhound's leaping ability if his *Move* is eight or more.

The physique of the new Champion is a mixture of the two 'parents' modified by his Chaos attributes. For example, the Champion can have the head and wattle of a Fleshhound, a humanoid torso and arms, and four legs growing from his hips. Other combinations are obviously possible, depending upon the appearance the Champion had before becoming a hybrid.

71-80 PERSONALITY LOSS
The Champion loses 2/20 points from *Intelligence, Cool* and *Will Power.*

Second and subsequent losses of personality are applied in full. This Chaos gift of Khorne may turn the Champion into a Chaos Spawn. See *Becoming a Chaos Spawn* (p52).

81-90 AGGRESSION BONUS
The Champion's *Weapon Skill, Ballistic Skill* and *Strength* are increased by 1/10. Additional bonuses are applied in full.

91-97 WEAPON HAND
One of the Champion's hands, paws or tentacles becomes fused with one of his weapons (the player may choose which). One attack made by the Champion is always a *weapon* attack from now on. The weapon chosen can be a Daemon Weapon if the Champion possesses one.

Second and subsequent rolls make this bonding of weapon and flesh into a true symbiosis of Champion and weapon. Increase *Initiative* by 1/10.

This reward and the *Hand of Khorne* can be applied to the same limb.

98-99 DAEMONIC NAME
The Champion is honoured as Khorne grants him a daemonic True Name. See *Daemon True Names* in *The Powers of Chaos* (p23). You may also give the Champion a Use-Name (p23) if you wish. Second and subsequent rewards merely make the name longer (reflecting the Champion's greater status).

00 CHAOS ATTRIBUTE
Khorne decides that the Champion was not worthy of special reward after all, and inflicts a Chaos attribute on him instead. Randomly generate one attribute using the *Personal Attributes Table* in *The Mark of Chaos* (p113).

REWARDS OF SLAANESH

A Champion of Slaanesh uses the following table to determine the reward he, she or it receives from the Lord of Pleasure.

D100 Result

01-03 FACE OF SLAANESH
The Champion's face alters into that of Slaanesh. The Champion now causes *fear* 6" +1/*terror* in living creatures as a result.

Once a Champion has the *Face of Slaanesh* it marks him for the rest of his life. Further face-changing rewards generated on this table are applied to the followers of the Champion.

04-08 FACE OF A KEEPER OF SECRETS
The Champion's face becomes identical to that of the Keeper of Secrets, the Greater Daemon of Slaanesh. The Champion causes *fear* in living creatures as a result.

The Champion may make one *bite* or one *gore* attack (**A** +1).

09-14 FACE OF A DAEMONETTE
The Champion's face becomes identical to that of a Daemonette, Slaanesh's Lesser Daemon, with a white skin and deep green saucer-eyes. The change is one of appearance only.

15-20 FACE OF A FIEND
The Champion's face is replaced by the face of a Fiend. The Champion also receives the Fiend's *lick* attack (**A** +1). This *lick* causes no damage, but on a successful hit the victim must make a **WP** test or become subject to *stupidity* for 24 hours, as the Champion's euphoria-inducing saliva enters the victim's system. This *lick* attack can be combined with either the *Face of a Mount of Slaanesh* or the *Ensnaring Tongue* rewards.

Any subsequent reward of this type is applied to one of the Champion's followers. The *lick* attack is not lost if the Champion's face subsequently changes.

21-25 FACE OF A MOUNT OF SLAANESH
The Champion's face mutates into that of a Mount of Slaanesh, including the whip-like ensnaring tongue of the Mount. He also gains an extra *Attack*.

The Champion may attempt to snare any Human-sized or smaller target within 3"/6 yards using his tongue, making a normal attack roll to do so. If the attack succeeds, the victim is completely ensnared, and may not move or attack. The Champion may then pull his tongue in, dragging his victim closer. If the Champion has more than one *Attack* he may strike his ensnared victim at +2 *to hit* (**WFRP**: the victim counts as a *prone* target). The victim can only escape if somone else cuts through the Champion's tongue, which has **T** 4, **W** 1/4.

This *ensnaring* attack and the *lick* of the *Face of a Fiend* reward may be combined. The tongue is lost if the Champion's face no longer resembles that of a Slaaneshi Mount.

Any subsequent reward of this type is applied to one of the Champion's followers.

26-35 CRAB-LIKE CLAW
One of the Champion's hands, paws or tentacles becomes tipped with a chitinous, crab-like claw. The Champion must now make a *claw* attack instead of a *weapon* attack.

Subsequent rewards of this type mutate another of the Champion's manipulative limbs.

36-50 HERMAPHRODITE
The Champion becomes an hermaphrodite, with the single breast that marks all daemonic followers of Slaanesh. Second and subsequent rewards of this kind are applied to the Champion's followers.

51-55 ENSNARING TONGUE
The Champion receives the tongue of a Mount of Slaanesh. His face is otherwise unaltered. This tongue has all the abilities detailed under *Face of a Mount of Slaanesh*, above.

This *ensnaring* attack and the *lick* of the *Face of a Fiend* reward may be combined. This reward is not lost if the Champion's face undergoes some change.

56-65 CHARACTERISTIC GAIN
The Champion increases his *Will Power* by 1/10.

66-73 FAMILIAR

The Champion is granted a permanent Daemonic Familiar (see *The Magic of Chaos* p102). Although this Familiar need not be summoned before a battle begins most of the other special rules for Familiars apply. A Champion of Slaanesh, may, however, have two Familiars if these are rewards from Slaanesh.

The Familiar often takes the form of a small succubus or similar creature. This 'incomplete Daemon' can have up to three Chaos attributes when given to the Champion, and can gain more as time progresses.

74-81 CROSS-BREED

The Champion merges with a Mount of Slaanesh and becomes a hybrid entity.

The profile of the hybrid Champion is the average of those of the Champion and the Mount of Slaanesh. Pairs of characteristics on the two profiles are added together and divided by two, rounding any fractions down. This new number is entered on the hybrid's profile. For example, a Mount of Slaanesh has M 12, while a Champion has M 4 - the new hybrid Champion has M 8 (12+4=16/2=8).

The new hybrid Champion retains all the Chaos gifts of its Champion 'parent'. The Champion may retain the Chaos attributes of his Champion 'parent', or may generate an equal number of new attributes. The Champion's face also changes as described above under the *Face of a Mount of Slaanesh* reward.

The physique of the new Champion is a mixture of the two 'parents', modified by his Chaos attribrutes. Whatever his appearance, however, he always has the glossy fur and the colouring of his 'parent' Mount of Slaanesh.

82-86 HORNS OF SLAANESH

The Champion receives two pairs of horns, similar to Slaanesh's own. The Champion gains an extra *gore* attack (A +1).

Subsequent rewards of *Horns of Slaanesh* merely grant an extra *Attack* (not an extra set of horns) providing that this is a *gore*.

87-91 MUSK

The Champion exudes a musky perfume, which is highly attractive to all creatures. A model within 4"/8 yards of a Champion must make a **WP** test or move adjacent to him. Other members of a unit have the option of voluntarily accompanying their affected companion, or abandoning him to his fate. A victim becomes hysterically strong, and cannot be prevented from reaching the Champion to whose *musk* he has succumbed. Victims are unable to do anything other than stand quite still, drinking in the heady perfume. Only one victim can be influenced by a single Champion's *musk*.

Second and subsequent rewards of this type increase the strength of the Champion's scent. Add 1"/2 yards to the range for each *Musk* reward.

92-96 RAZOR-EDGED TAIL

The Champion gains a razor-edged tail, identical to that of a Daemonette. He may now make one additional *tail* attack (A +1).

Any subsequent *Razor-edged Tails* are awarded to followers of the Champion of Slaanesh.

97 MARK OF SLAANESH

Slaanesh's rune-symbol is branded into the Champion's forehead, a reminder to the Champion (if such is needed) of the nature of his true Master. Second and subsequent rewards are applied to the Champion's followers.

98 DAEMONIC NAME

Slaanesh honours the Champion by giving him a daemonic True Name. See *Daemon True Names* in *The Powers of Chaos* (p23). You may also give the Champion a Use-Name (p23) if you wish. Second and subsequent rewards make the name longer, indicating Slaanesh's high regard for the Champion.

99-00 CHAOS ATTRIBUTE

Slaanesh judges the Champion to be unworthy of a proper reward, and perversely grants him a Chaos attribute. Randomly generate one attribute using the *Personal Attributes Table* in *The Mark of Chaos* (p113).

FATE OF A CHAMPION OF CHAOS

Eventually a Champion of Chaos will have changed to such an extent that he can better serve his Chaos god in another capacity. At this point the Champion passes from mere mortality and begins again as a Chaos Spawn or a Daemon Prince.

This dramatic change comes about primarily through receiving the *Eye of God* reward (91-00) on the *Chaos Rewards Table*. It is only possible for a Champion to be raised to the status of a Daemon Prince through this test. There are, on the other hand, many ways of becoming a drooling and mindless Chaos Spawn.

BECOMING A CHAOS SPAWN

The majority of Champions of Chaos have only a brief time as a mighty servant of Chaos. For most the ravages of mind and body that the Chaos Wastes produce are too much. Champions warp and distort in the service of their gods, and eventually mortals' minds snap under the strain. The Chaos Champion, driven by his will and greed for power is gone, and in his place is a mindless, gibbering abomination: a Chaos Spawn.

Champions of Chaos can become Chaos Spawn when one of the following conditions is met:

1 The Champion receives the *Chaos Spawn* attribute when using the *Personal Attribute Table* in *The Mark of Chaos* (p113).

2 One (or more) of the Champion's personal characteristics (*Leadership, Intelligence, Cool* or *Will Power*) drops to zero as a result of acquiring a Chaos gift or Chaos attribute.

3 The Champion is condemned to join the hordes of the Chaos Spawn when he fulfills the conditions laid down under *The Eye of God* on the *Chaos Rewards Table* (p45).

4 *Optional*: The Champion offends his god in battle (see *Rewards in Campaigns* p55).

Once the Champion is a Chaos Spawn he can no longer receive any rewards for his service. He does, however, receive an additional D6 Chaos attributes. The Champion loses any magic items, equipment, or familiars in his possession as they cease to have any meaning. Other Chaos gifts are retained.

The generation of Champion can stop at this point. The Chaos Spawn can be retained for use as a follower and servant of another Champion of Chaos.

When a Champion becomes a Chaos Spawn during a campaign consult the following table (or choose a result):

CHAOS SPAWN TABLE

D100	Result
01-10	The Chaos Spawn is immediately removed from play, as its Chaos god takes it into another realm of servitude.
11-25	The new Chaos Spawn attacks everything in the proximity, without regard to former allegiances. Those it attacks are usually its former followers.
26-80	The Chaos Spawn retains enough of its former intelligence to recognise its former followers as 'friends'. It follows them around, rather like a faithful, large and very stupid dog. You may wish to use the profile of one of the Chaos Spawn's ex-followers as the starting point for generating a new Chaos Champion. He becomes the leader of the Spawn's followers, keeping the Spawn as his own personal pet, hunting beast or steed. Such a Champion is likely to end up as a Chaos Spawn himself, but he starts with an advantage and a retinue.
81-00	The followers of the ex-Champion (now a Chaos Spawn) are so much in awe of what their master has become that they retain him as leader (even if this post is only nominal). This last option may be the most fun, with a commander who is subject to *stupidity*. The followers of the Chaos Spawn continue to receive rewards for their services to Chaos as they did under the leadership of the former Champion.

Chaos Spawn can have almost any appearance and profile, depending upon the nature of their Chaos attributes. Spawn always retain any Chaos gifts that they received while Champions of Chaos. Finally, Chaos Spawn are always subject to *stupidity*.

With a mighty shout he rose, brighter than the sun and more fierce. In his hand he held a rod of twisted bone, crossed and double-crossed to form the sign of his dark lord, a symbol of his power and fruit of mortal longings well-fulfilled.

He rose above the company, taller far than they, and looked with black pride on these his frighted slaves. He snarled and heard the sound of noble hatred echoing from the skies. He stared the savage stare of immortal fury and death was in his gaze.

And on that blasted heath his ashen servants turned, gripped by cold unthinking terror, and fled his presence. And on the blasted heath a Daemon Prince was born.

BECOMING A DAEMON

A Champion can only reach the status of Daemon Prince in one manner: as the result of 'succeeding' when assessed using the standards under *The Eye of God* in the *Chaos Rewards Table* (p45).

The new Daemon Prince is subject to all the special rules that apply to Greater Daemons as given under the heading *Daemonic Abilities* in *The Powers of Chaos* (p10).

The Daemon Prince retains all of the Chaos gifts and Chaos attributes that it acquired as a Chaos Champion. In addition, its profile is modified in the following manner:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	-	-	x2	+2	x2	x2	-	-	-	-	-

The Prince also grows taller and more imposing, becoming 1½ times its original size. It may grow horns, allowing a *gore* attack (**A** +1), wings (allowing flight) and a tail if it does not already have these features, but this is not obligatory. The Daemon Prince also gains the magical powers of Greater Daemons of its god.

A Daemon Prince created from a Champion of Chaos need look nothing like a Greater Daemon of the god he serves, nor have even similar powers. Daemons do tend to have 'family' characteristics, but the details of their attributes and gifts can vary enormously. The Chaos gods have many daemonic servitors, and by no means all are identical. Even within the ranks of the Greater Daemons of both Khorne and Slaanesh there is considerable variation.

Once a Champion of Chaos has become a Daemon Prince he no longer receives rewards for his services, nor does he retain any of his followers. The only exception to this is in the case of Daemonic Familiars: Champions may retain these when they rise to the levels of Daemonhood.

The new Daemon Prince can still be used in battles as the commander of a unit of daemonic troops, or the leader of a band of Chaos Champions.

DAEMONIC SPONSORS

A newly generated Daemon Prince can become the sponsor of a new Chaos Warrior. Rather than serving a Power of Chaos directly, the Champion is assumed to be in the service of the new Prince. Rewards to this sponsored Champion are given by the Daemon Prince, not the Chaos Power.

This involves creating a new *Rewards Table* for rewards given by the Daemon Prince. The tables included in this chapter can be used as a guide, or one of those can be modified to give rewards related to the Prince's own profile and appearance.

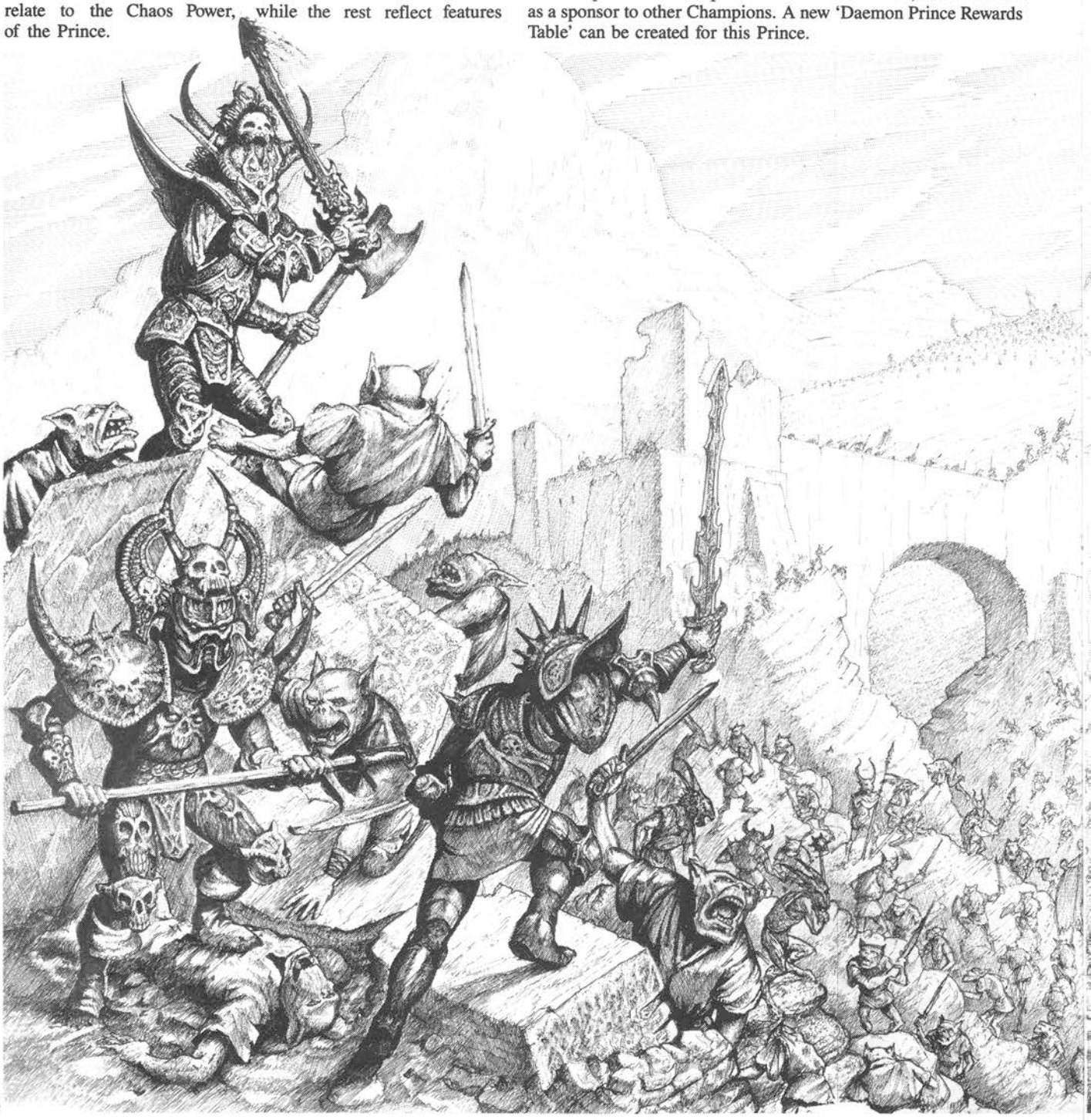
The new 'Daemon Prince Reward Table' should produce rewards which are a mixture of the patron Power's features and those of the Daemon Prince. About 60% of the results on such a table should relate to the Chaos Power, while the rest reflect features of the Prince.

A sponsored Champion could still be gifted with the Power's face, but might receive other rewards that imitate and reflect the powers and attributes of his patron Prince.

A Daemon Prince can sponsor any number of Champions of Chaos. For each sponsored Champion that reaches Daemonhood the Prince receives a reward as determined on the *Chaos Rewards Table* or one *Wound* (choice of the GM or the controlling player, if any). Any result which would be harmful to the Daemon Prince (eg which would reduce its profile) is ignored.

As an optional rule, you may wish to penalize the Daemon Prince by reducing its *Wounds* by one for every *two* of the Champions that it sponsors who end their careers by degenerating into the despicable state of Chaos Spawn.

Once a sponsored Champion reaches Daemonhood, he too can act as a sponsor to other Champions. A new 'Daemon Prince Rewards Table' can be created for this Prince.



This is a mixture of its sponsor's reward table (60% - although this will include rewards from the patron Chaos Power) and its own abilities (40%). It too can gain (and lose) *Wounds* as a result of sponsorship.

However, the new Daemon Prince still has an obligation to his former patron. Its patron gains and loses a *Wound* for every two *Wounds* the Daemon gains or loses as a result of sponsoring Chaos Champions.

A Daemon Prince can be both patron and sponsor, owing an obligation to an older Daemon Prince and, in turn, receiving rewards (in the form of extra *Wounds* or rewards) from its former Champions. They too can be sponsoring further Champions and so on, *ad infinitum*.

The heirarchy, or family tree, that can be built up in this way can involve staggering amounts of paperwork. The Princes at, or near, the top of the system can rapidly gain in power and prestige with even a modest network of subordinates labouring for them. Such Daemons are often entirely unsuitable for tabletop battles, but generating the Daemon's family tree can be a fascinating process.

CHAMPIONS OF CHAOS AND CAMPAIGNS

Champions of Chaos can 'earn' rewards for acts on the battlefield. A separate record is kept for each Champion involved in a battle.

Any rewards that are earned can be randomly generated between battles using the system of gifts and attributes that has already been described. This system is open to cheating, so players must trust each other or use the services of a GM.

Determine the nature of any reward a Champion receives by using the *Chaos Rewards Table*. The Champion's profile is altered accordingly, and any new abilities are noted. The changed Champion enters the next battle a new man. This continues until the Champion is killed, or he becomes a Chaos Spawn or a Daemon Prince. At this point, a new Champion can be introduced into the campaign.

REWARDS IN CAMPAIGNS

Rewards are only gained for deeds which are in keeping with a god's interests and aims. They can be lost for opposite acts. Champions earn rewards as listed on the following table, but can never receive more than two randomly determined rewards after a battle. Any more rewards that the Champion earned by his actions during the battle are simply lost.

At the discretion of the GM, rewards are also given for acts in keeping with the Chaos god's aims, interests and worship. See the relevant sections in *The Powers of Chaos* (p11).

All Champions of Chaos, regardless of allegiance, earn rewards for the following acts:

Surviving a battle on the winning side	1 reward
'Slaying' a Greater Daemon of another god	1½ rewards
Dying in battle (see below)	No rewards

Champions of Khorne earn and lose rewards for the following acts:

Killing enemies	½ reward
Killing a wizard or sorcerer	1 reward
Killing Slaanesh followers	1 reward
Killing allies and friends (see below)	1½ rewards
Using any form of magic	No rewards
Allying with or aiding followers of Slaanesh	No rewards

The followers of a Champion do not count as 'friends and allies'. The killing offered to Khorne must be of a being of equal or similar stature to the Champion (another Champion, a high-level wizard etc).

The penalty applied to magic use in the service of Khorne does not apply to Daemon or magic weaponry.

Champions of Slaanesh earn and lose rewards for the following:

Killing an enemy by magic (each)	½ reward
Killing followers of Khorne	1 reward
Killing Champions of Khorne	1½ rewards
Killing through excessive pleasure (see below)	1½ rewards
Allying with or aiding followers of Khorne	No rewards

The Slaaneshi reward for killing by excessive pleasure could be rewarded as a result of an *Acquiesence* spell (see *The Magic of Chaos* p78).

No rewards indicates that any rewards earned for the battle in question are lost immediately. Optionally, you may declare that a Champion who acts directly in contradiction to his Chaos Power's aims has offended his god to an unpardonable degree. He is immediately turned in a Chaos Spawn. See *Becoming a Chaos Spawn* (p52) for more information.

Half-rewards may be held until the Champion receives another half-reward, entitling him to a randomly determined attribute or gift from the *Chaos Rewards Table* (p45).

CASUALTIES IN CAMPAIGNS

Champions and other models removed as casualties during the game include the dead, injured and temporarily disabled. It is possible that some models are still alive, and will be ready to fight in the next battle.

Half the models that are removed during a game are assumed to be only slightly hurt, knocked out or otherwise disabled. Daemons are a notable exception to this rule - the slain Daemon is, of course, banished to the Void for 1000 years and a day. Champions who survive the battle in this fashion are not, however, entitled to any reward for their actions. They have hardly distinguished themselves.

Of the remainder, another half (a quarter of the orginal casualty list) are permanently dead. Champions in this group may have to endure further service to Chaos as a Skeleton Champion (see *Becoming a Skeleton Champion*).

The remaining models are suffering from some sort of major injury. Injuries for Champions can be generated using the chart below, and their effects applied before the next battle in the campaign. Injuries for other models can be determined in the same manner, but this could take a long time. Instead you can simply roll a D6 for each of these models, with a result of 4, 5 or 6 indicating that the model is merely knocked out and survives to fight another day. The time taken for healing has been ignored.

Roll D100

01-50 KNOCKED OUT

The Champion is ready for action in the next battle.

51-65 HEAD INJURY

Roll D100 to determine the nature of the injury.

D100	Area	Effect
01-15	Eye	One eye is blinded. Reduce **BS** by one.
16-35	Ear	One ear is deafened - a character may be deaf in one ear without suffering any individual penalty, but a Champion deafened in all his ears cannot communicate (*Leadership* is reduced by one).
36-55	Nose	The character's nose is smashed in and looks really awful. This doesn't affect the game, but the Champion's youthful looks are ruined forever.
56-75	Mouth	Terrible injuries to the mouth and teeth make it difficult for the Champion to speak - there is only a 75% chance of anything that is said being understood (orders etc). This looks fairly nasty too (*Leadership* is reduced by one).
76-95	Face	The Champion's skin is horribly charred, his hair missing, and the face is terribly disfigured. This is not a pretty sight by any means. Add 1 *fear point* to the Champion's **FP** total. See the *Mark of Chaos* (p105) for further details of *fear points*. The Champion also loses any *bite* attack.
96-00	Brain	The Champion's mind is permanently affected by his injuries. **Ld, Int, Cl** and **WP** are all reduced by one. The Champion does not become a Chaos Spawn if reduced to zero in any of these characteristics, unless the next Chaos attribute he gains affects his personality.

66-80 OTHER INJURY

Roll D100 to determine the nature of the injury.

D100	Area	Effect
01-35	Leg	One of the Champion's legs is crushed beyond use. **M** is reduced by one. If the character loses all his legs he cannot move on his own.
36-70	Arm	One of the Champion's arms, claws, paws or tentacles is crushed or torn away. The Champion loses one *Attack*.
71-00	Body	The Champion's viscera are not what they were. *Strength* and *Toughness* are permanently reduced by one.

81-00 DEAD

The Champion is permanently dead, although he may still become a Skeleton Champion (see below).

A side which loses a battle may recover casualties in the same manner. However, these become prisoners of the victor, who may dispose of them as he wishes.

BECOMING A SKELETON CHAMPION

When a powerful Champion of Chaos dies, he may be denied the right to peaceful rest. He is required instead to continue his dark servitude to his patron Chaos god. His Power does not let him rest peacefully, as a small fragment of the Champion's essence stays with the corpse and reanimates it as a Skeleton Champion, a ghoulish echo of the Champion's former glory. The Skeleton Champion lasts for a year and a day, then crumbles into the dust.

When a Champion dies, roll D100 and note the score. This represents the whim of his patron Chaos Power. Next, roll D100 again: if this second score is less than or equal to the first, the Champion arises as a Skeleton Champion, retaining all his gifts, attributes and followers.

The Skeleton Champion retains all the gifts and attributes that it had in life, but can gain no further rewards for its service. It causes *fear* in all living creatures, regardless of size. Any magical abilities the Champion possessed are lost. Its profile is also modified. A Champion becoming a Skeleton Champion reduces all his characteristics by one point (a result of 1, 2, or 3 on a D6 roll) or by two points (a result of 4, 5 or 6). As a result of this characteristic loss, Champions of Chaos with W 1 can never become Skeleton Champions. A Skeleton Champion cannot turn into a Chaos Spawn as a result of this characteristic loss.

Skeleton Champions who are left with zero *Attacks* can only be used to lead troops, or for their *fear* value.

Skeleton Champions can be created using the system described in this Chapter by randomly generating a Champion of Chaos and then 'killing' him.

RETINUE OF A CHAOS CHAMPION

Champions of Chaos attract evil and power-hungry followers as readily as putrescence brings flies. All come to feast on corruption; flies, however, eat their fill out of necessity.

A Champion of Chaos is surrounded by a retinue of servants and followers. Some of these are granted directly by his Chaos god - Chaos Spawn, Chaos Hounds, Steeds and Hunting Beasts. Others make their own way into the Chaos Wastes in search of power. Many lack the force of will to become Champions themselves, and turn to Chaos in a mean and petty way. Unable to reach the heights of power, they content themselves with immature evils and smaller, mean-spirited corruptions. As such they are ideal servants of Chaos - debased, corrupt and malleable to another's will. They are the perfect followers for a Champion of Chaos.

This section presents a system for generating the followers of a Champion of Chaos. These followers - Humans, Beastmen and other, less definable creatures - travel with the Champion, and form a fanatically loyal bodyguard. They serve their god by offering their hearts and minds to one of 'god's Chosen'.

A battle between two Champions and their warband retinues can prove an interesting skirmish game. The number of models involved is fairly small, indeed rarely more than 30-40 per side. However, the endless combinations of attributes, gifts and creature types can make the battle as intriguing and intricate as any large set-piece affair.

Finally, a Champion's followers are *not* rewards, and are never considered when the Champion receives the *Eye of God* reward from the *Chaos Rewards Table* (p45).

WARBANDS

Warband retinues frequently fight against one another, often simply to indulge their craving for blood or to revel in the sheer pleasure of action and conflict. Even retinues who follow the same Chaos Power may fight each other, perhaps to resolve bitter rivalries between their Champions. Such simple skirmish games are quick to play and only use a few models. They allow you to test your Champion of Chaos and his followers in battle, possibly gaining rewards for the Champion and warband from their patron Chaos Power. A skirmish can be fought between small warbands of only a dozen models, up to larger battles with 40 or 50 models on each side.

Warbands are also found in most full-scale battles. It is rare for a Chaos army not to contain at least one warband. Indeed, some armies are composed entirely of warbands, the Champions grouping together to defeat a common enemy.

Warbands make a perfect focal point for narrative campaigns. A Champion of Chaos who begins as a minor figure will gain importance as he rises in the favour of his Chaos Power. As the campaign progresses, Champions become more formidable as they are granted rewards and ever-growing retinues. Some fall by the way and degenerate into Chaos Spawn, many die, but a few rise to the ultimate heights of Daemonhood. In a campaign, when a Champion's followers have been earned through heroic actions on the battlefield, a Champion and his warband may be incorporated into an army at only the basic points cost for the original Champion - the cost of rewards and followers are ignored in recognition of the Champion's valiant conduct. More details of narrative campaigns may be found in **The Lost and the Damned**, the companion volume to **Slaves to Darkness**.

THE CHAOS CHAMPION'S RETINUE

When creating a Champion and his retinue you may find it more convenient to generate the Champion fully, and then, having noted the number of rewards he received, determine the size and nature of his retinue. This saves a little time, in that you are not flicking backwards and forwards through the book. It is, of course, possible to generate a Champion without creating a retinue. Such loners (who could even have eaten their followers) need not be uncommon in your games. Many Champions of Chaos prefer to tread a solitary path in the service of their Chaos Power.

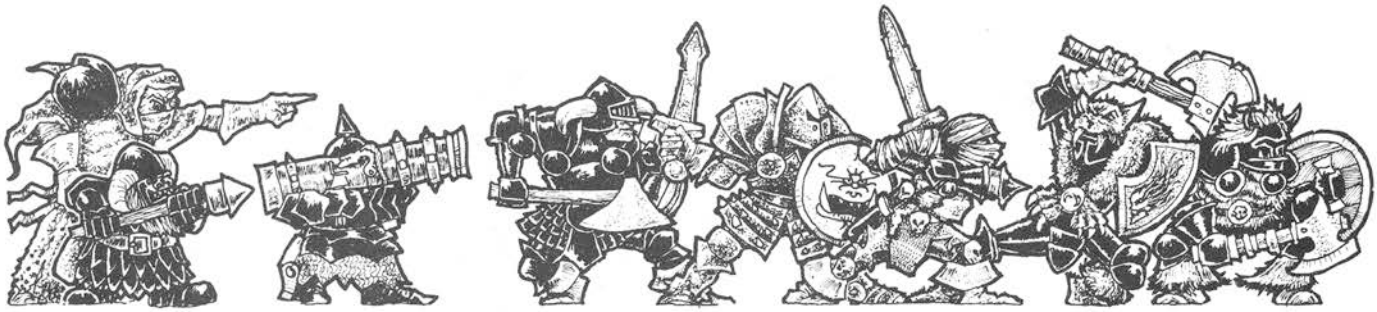
The retinue of a Champion grows in proportion to his favour with his patron Chaos Power. For every two rewards (Chaos attributes or Chaos gifts) the Champion has received consult the following chart. If you use this retinue generation system as part of a campaign, the Champion's entourage increases in size in a piecemeal fashion between battles as the Champion receives his earned rewards (see *Champions of Chaos and Campaigns* p55).

D6	Result
1-2	No followers
3-5	Roll once on the *Retinue Table*.
6	Roll twice on the *Retinue Table*.

In addition every time the Champion receives a reward one of his followers is also granted some form of Chaos reward. See *Rewards and the Champion's Retinue* (p62) for further details. At times, therefore, it is possible that a Champion will receive two new groups of followers *and* a reward for one of his followers or for one unit of followers.

The *Retinue Table* is used to randomly determine the race and/or type of followers that the Champion receives. These creatures are not given to the Champion by his patron Chaos Power, but have made their own way into the Chaos Wastes in search of power and influence of their own. Drawn by tales of the Champion's prowess, fame and general worthiness, they have chosen to throw their lot in with him, serving Chaos through servitude to the Champion.

All the followers of a Champion wear his badge and colours, and carry his symbol openly.



RETINUE TABLE

D100 Result

01-30 2D6 BEASTMEN

Beastmen followers of Khorne have the standard profile given in **WFB** (p211). They have red or red and black skin, and white, featureless eyes. Often their horns have twisted and grown together into a version of the skull-rune of Khorne. This horn formation, and their colouring, mark them as Khorne's own.

Those Beastmen who follow Slaanesh are marked by white skin and fur and their deep green eyes. Their horns, where present, often grow in the shape of Slaanesh's rune, further identifying them as Slaaneshi slaves.

Beastmen are armed with light armour, a shield and either a hand weapon or a double-handed weapon.

31-35 2D4 CHAOS DWARFS

These Dwarfs have the standard profile given in **WFB** (p213). All special rules apply. Dwarfs are armed with light armour, a shield and a hand weapon, and may have a spear or a crossbow if desired.

36-38 1 CHAOS SORCERER

This Chaos Sorcerer can be randomly generated using the system presented in this chapter. His starting profile is always that of a wizard of some type. This sorcerer has received his first attribute, his starting gift and one other reward.

Alternatively, roll a D6 to determine the sorcerer's starting profile (see **WFB** p228):

D6	Result
1-3	Use the Initiate 5 profile
4-5	Use the Sorcerer 10 profile
6	Use the Sorcerer 15 profile

Unsurprisingly, this Sorcerer follows the same god as his master. Champions of Khorne may not have Chaos Sorcerers in their retinues. They receive Chaos Warriors (see below) instead.

Chaos Sorcerers are armed with hand weapons only.

39-41 1 CHAOS WARRIOR

This Chaos Warrior can be generated in the same way as the Chaos Sorcerer, above, but starting with a warrior profile of some type. Alternatively, you may choose a profile from **WFB**, taken from the section on Chaos Warriors (**WFB** p227). Roll a D6 and consult the following table:

D6	Result
1-3	Use the Chaos Thug profile
4-5	Use the Chaos Marauder profile
6	Use the Chaos Warrior profile

Chaos Warriors are armed with heavy armour, a shield and a hand weapon, plus a double-handed weapon if desired.

42-46 D6 DARK ELVES

See **WFB** p215 for the Elves' profile. All special rules apply, and you may choose to make these followers of the Champions *Assassins* (see **WFB** p95). Dark Elves are armed with light armour, a hand weapon and either a shield or a crossbow.

47-51 D6 CHAOS GOBLINS

See **WFB** p219 for the Chaos Goblins' profile and special rules. They are armed with light armour, shield and hand weapon, plus a bow if desired.

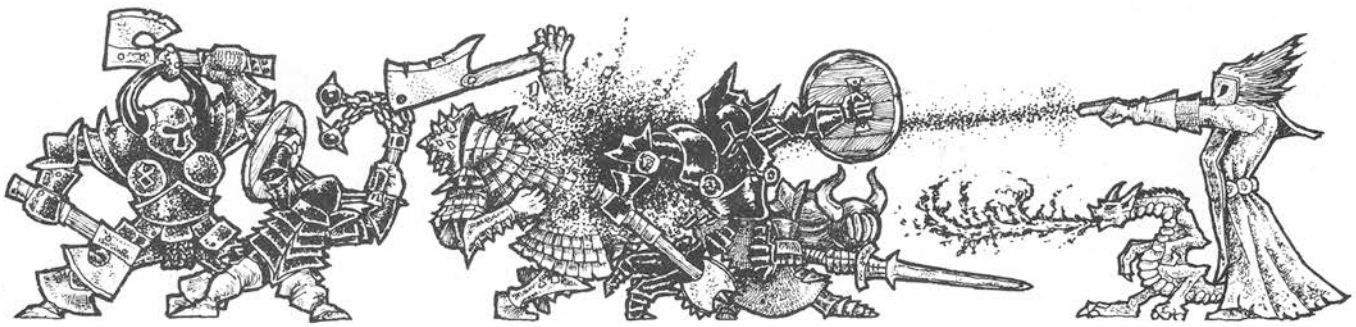
52-53 D4 HARPIES

The standard profile for Harpies can be found in **Warhammer Fantasy Battle** (p254). Harpies may be given D6-4 personal *Chaos attributes*.

54-73 2D6 HUMANS

These are normal Humans, at least when they enter the Champion's service, with the standard Human profile (see **WFB** p222). They are armed with either light or heavy armour, a shield and a hand weapon, and may have either a spear or a bow if desired.

These Humans may be Chaos Cultists (see **WFB** p226) if you wish, but they will start with D6-4 personal Chaos attributes. Also, they may have the *Bestial Face* attribute (p113). The majority of Humans thus warped by Chaos will have goat faces, and their horns will have twisted together in the rune shape of their Chaos god. Followers of Khorne may have canine faces instead.



74-78 D6 HOBGOBLINS
See **WFB** p221 for the standard Hobgoblin profile. They are armed with light armour, a shield and a hand weapon, plus a bow if desired.

79-80 D4 MINOTAURS
See **Warhammer Fantasy Battle** (p236) for the standard Minotaur profile. They are armed with a hand weapon and may have a double-handed weapon or spear if desired.

81-82 D4 OGRES
See **WFB** p237 for the Ogres' profile. You may determine a further D3 Chaos attributes for the Ogres. They are armed with a hand weapon and may have a shield or double-handed weapon if desired.

83-87 D6 ORCS
These Orcs have standard profiles as given in **WFB** (p229). They are armed with light armour, a shield and a hand weapon, plus a spear or a bow if desired.

88-92 2D4 SKAVEN
The Skaven have the standard profile of their race (see **WFB** p230). All special rules apply, including the Skaven requirement of D6-4 Chaos attributes. The Skaven warriors are armed with light armour, a shield and a hand weapon, plus spears if desired.

93 1 TROLL
The Troll's profile can be found on **WFB** p239. All special rules apply to the Troll. If you wish, determine up to D3 Chaos attributes for it.

94 1 WIZARD
Roll a D6 and consult the following table for the wizard's level:

D6	Result
1-3	Level 5 wizard
4-5	Level 10 wizard
6	Level 15 wizard

Champions of Khorne may not have wizards in their retinues. They receive a randomly generated Human hero character in his place. Wizards are armed with hand weapons only.

95-99 2D6 WOLVES
A pack of 2D6 Giant Wolves (**WFB** p248) joins the Champion's retinue. All special rules apply to these Wolves.

00 OTHER
Use the standard creature profile, although this may be modified by up to D3 Chaos attributes. Roll a D4 followed by a D10 to determine the type of creature that joins the Champion's retinue:

FIRST DIE ROLL (D4)

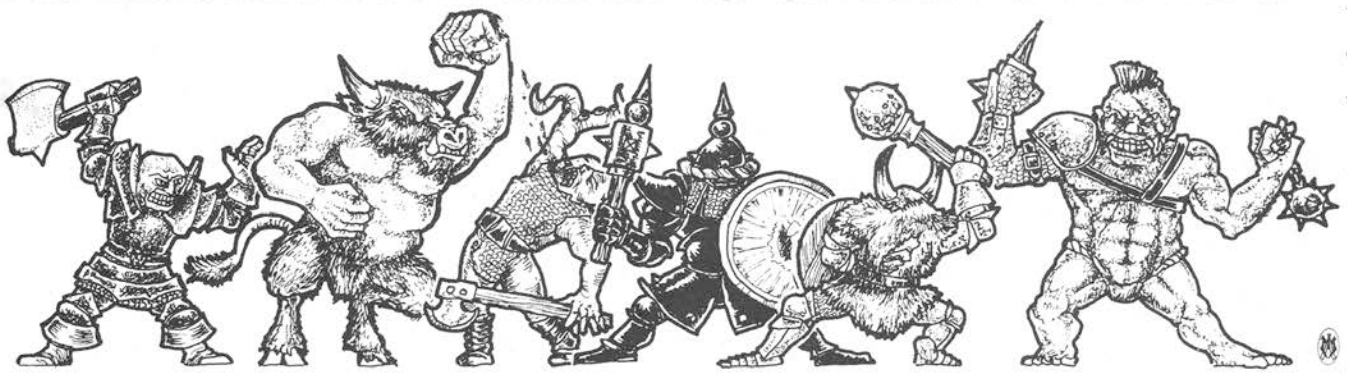
1		2	
D10	**Creature**	**D10**	**Creature**
1	Bat, Giant	1	Frog, Giant
2	Bear	2	Ghoul
3	Boar	3	Giant
4	Chimera	4	Gnome*
5	Coatl	5	Gorgon
6	Cockatrice	6	Griffon
7	Cold One	7	Halfling*
8	Dragon	8	Half Orc*
9	Eagle	9	Hippogriff
10	Fimir	10	Hobhound*

FIRST DIE ROLL (D4)

3		4	
D10	**Creature**	**D10**	**Creature**
1	Hydra	1	Snail, Giant
2	Jabberwock	2	Snotling*
3	Leech, Giant	3	Spider, Giant
4	Liche	4	Treeman
5	Lizardman*	5	Troglodyte
6	Manticore	6	Vampire
7	Pygmy*	7	Warhound*
8	Rat, Giant	8	Wyvern
9	Skeleton	9	Zoat
10	Slann*	10	Zombie

* D6 of these creatures join the retinue.

Different races in a Champion's retinue are not subject to *hatred*, *animosity* or *fear* caused by their usual attitudes to other members. The Champion's force of will and their unswerving devotion to their Chaos Power see to that. They are however still subject to normal *psychological* effects caused by creatures outside the group.



REWARDS AND THE CHAMPION'S RETINUE

Those who follow a Champion of Chaos are tainted by his deeds and the impure ideals he serves. Trafficking with Chaos soon marks those who are the Champion's followers as surely as it marks the Champion himself.

The rewards that a Champion's retinue receives are, however, of a different order. Servants change and warp as their master rises in power. They degenerate and mutate into beast-like creatures - half-aware, and seemingly uncaring, of the changes Chaos has wrought, vaguely bestial, and totally dedicated to their god and Champion. Ultimately, their future lies with the Chaos Spawn. There the truly loyal followers of Chaos spend eternity shrieking the mindless praise of their uncaring gods.

Every time a Champion receives a reward (whether this is a Chaos gift or a Chaos attribute) his followers also receive a reward. This reward can be given to a single follower or to a whole unit. If a unit receives a reward, all the members of the unit are gifted equally. The recipient(s) must be chosen before the reward itself is determined on the *Follower's Reward Table*.

One of the Champion's retinue can receive repeated rewards. In this way a Champion can soon have a 'second-in-command' or a 'bodyguard' of especially powerful followers. One such follower can be used as the basis for a new Champion of Chaos should anything untoward (death, or turning into a Chaos Spawn) happen to the leader of the warband.

Some of the Champion's own rewards can be passed on to his followers. *Chaos Steed* from the *Rewards of Chaos Table* (p45), *Collar of Khorne, Mark of Khorne, Technology, Frenzy* and the various *Face* rewards from the *Rewards of Khorne Table* (p47) and *Hermaphrodite, Razor-edged Tail, Mark of Slaanesh* and the various *Face* rewards from the *Rewards of Slaanesh Table* (p50) can all be applied to a Champion's followers.

Even if the Champion hands on such a reward it still counts when the Champion gains followers for every two rewards, and the Champion's followers are still entitled to a 'normal' reward of their own. In such a case it is possible that the followers will receive two rewards at the same time: one a 'hand-me-down' from the Champion, the other generated normally.

FOLLOWERS' REWARD TABLE

D100	Result
01-80	**CHAOS ATTRIBUTE** Randomly determine a single Chaos attribute, using the *Personal Attributes Table* in *The Mark of Chaos* (p113). If this reward is given to a unit of followers rather than to a single model, apply the Chaos attribute equally to all of the models in the unit.
81-85	**CHARACTERISTIC INCREASE** Add one to the followers' *Strength* and *Toughness*, up to a maximum value of 10.
86-90	**CHAOS SPAWN** The follower or the members of the unit become Chaos Spawn, receiving an additional D6+6 personal Chaos attributes (generated using the *Personal Attributes Table* in *The Mark of Chaos* p113). The followers may be kept in the Champion's service or thrown out of the Champion's retinue (ie removed from the game). If the Champion chooses to keep the Chaos Spawn, either he or another member of the retinue must act as a handler for the Spawn. See *Becoming a Chaos Spawn* (p52) for further ideas on the fate of Chaos Spawn in retinues.
91-95	**MULTIPLE REWARDS** Roll on this table D4 times, and apply the results to the chosen follower or followers. You may apply the results to different followers each time, provided that you choose the recipient(s) in advance of making each roll. For example, you could give several followers one reward each, or you could give all D4 rewards to a single follower, thus creating a powerful subordinate character.
96-00	**SPECIAL REWARD** Roll once on the *Chaos Reward Table* (p45) as though the chosen follower is a Champion. A *Chaos Attribute* reward should be treated as a *Chaos Armour* reward. This reward may only be given to a single model, although the recipient may be chosen from a unit of followers if desired.

POINTS VALUES AND FOLLOWERS OF CHAOS

Creatures in *Warhammer Fantasy Battle* normally have a fixed points value which depend upon their profile and equipment. The points values of a Champion and his retinue or a Daemon Prince are only indirectly related to their profiles; the Chaos attributes and Chaos gifts they have received are the most important element of their value.

The points values of Chaos followers are only an approximate reflection of their powers and abilities. While Champions of Khorne or Slaanesh have 'family' characteristics (rewards) in common, the generation process used to create Champions rarely produces identical results for two Champions. They may have the same number of rewards, but two such Champion rarely have similiar powers as a result of those rewards.

CHAMPIONS OF CHAOS

The points value of a Champion of Chaos is not directly related to his powers. Instead, it is determined by the number of rewards he has received.

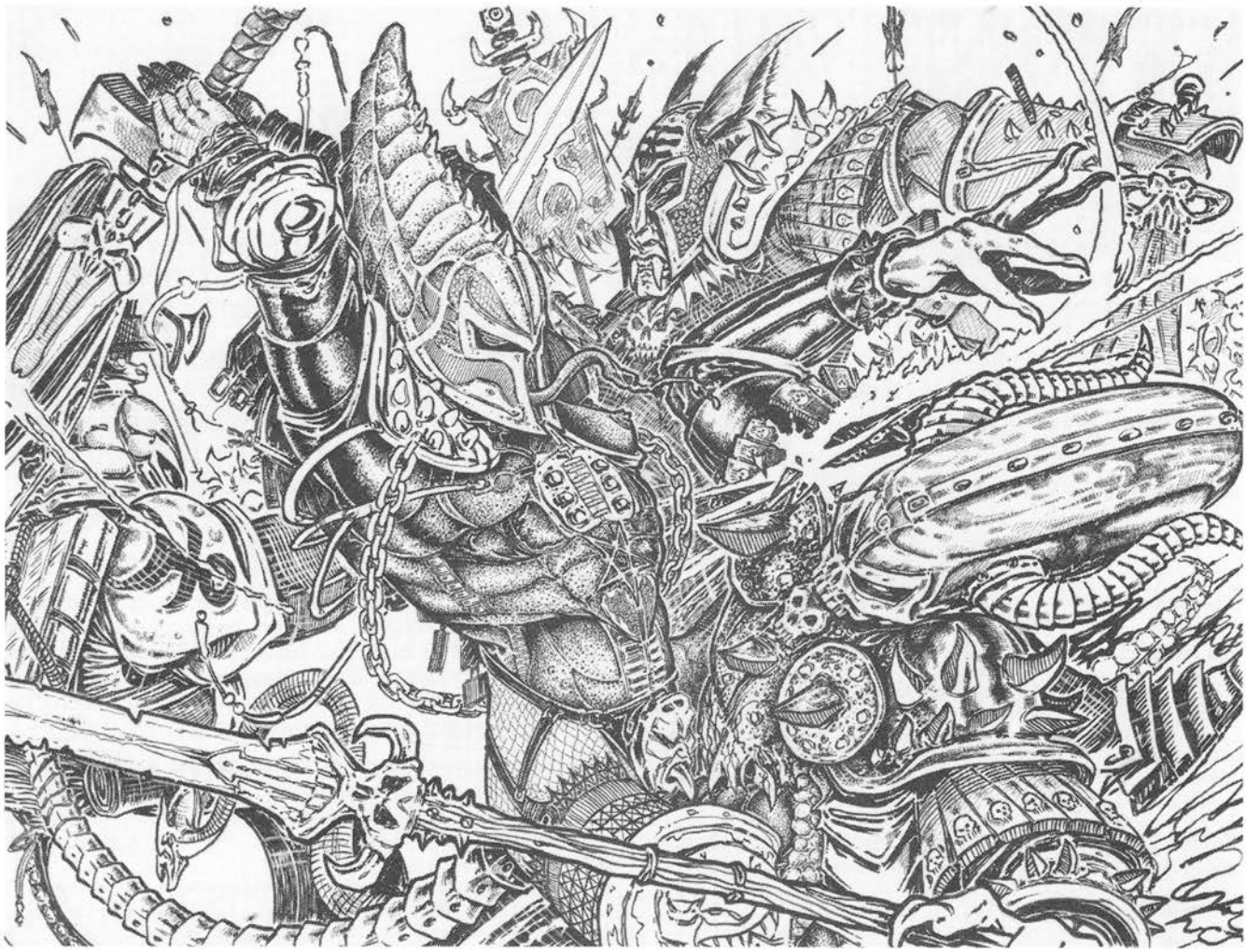
The points value of a Champion of Chaos is equal to a basic cost of 60 points, plus 30 points for each reward he has received.

Any magical abilities of the Champion's starting profile, and any starting equipment, armour or weapons, are subsumed in the points value.

Skeletal Champions of Chaos (see *Becoming a Skeleton Champion* p56), have the same points value as a normal Champion.

While individual rewards may not seem to be 'worth' 30 points (or might seem to be worth far more), the points value is not for the reward itself, but for the die roll on the *Chaos Rewards Table* or the *Rewards of Khorne/Slaanesh Table*. The nature of the generated reward makes no difference to the points cost of the Champion, even if the reward is damaging to the Champion.

Even where a reward requires further rolls on another table (eg receiving *70-85 Gift of the Gods* from the *Chaos Rewards Table*), only 30 points are paid for the initial reward (the *Gift of the Gods* in this case), not the subsequent roll on the *Rewards of Khorne/Slaanesh Table*.



For example, a Chaos attribute reward is received by a Champion. When the roll on the *Personal Attribute Table* is made the result is *681-685 One Eye*, which reduces the Champion's *Ballistic Skill*. Nevertheless, this reward costs the Champion 30 points - its final nature is unimportant; the fact that a reward was received is all that matters.

The opposite case is one where a Champion receives a Daemon Weapon result on the *Chaos Rewards Table*. In this case the final item received could have a (theoretical) points value of more than 1000 points. The points-value-by-reward reduces this to a mere 30 points.

Finally, duplicated rewards which have been 'handed down' to one of the Champion's followers have value a of 30 points, and should be included in the Champion's total points value. A hand-me-down's **PV** is *not* included in the points value of the follower.

DAEMON PRINCES

The points value of a Daemon Prince is calculated in exactly the same manner as the **PV** of a Champion of Chaos. The calculated points value of the Daemon Prince is then trebled, reflecting its increased power and status on achieving Daemonhood.

CHAOS SPAWN

Chaos Spawn are divided into those generated using only attributes, and those generated using Chaos rewards in the same way as Champions.

Chaos Spawn that have been generated simply by giving them Chaos attributes (typically D6+6) have a base value of 10 points, plus 10 points per attribute. For example, an 'instant' Chaos Spawn (see *Instant Daemon Princes and Chaos Spawn* p65) given D6+6 attributes has a cost of between 80 points and 130 points, depending on the number of attributes received.

Chaos Spawn that have been generated using Chaos rewards are treated like Champions of Chaos. They cost a base 60 points, plus 30 points per reward. Once the Champion has become a Chaos Spawn, he only receives Chaos attributes rather than rewards. These additional attributes cost 10 points each (unlike attributes that may have been gained as Chaos rewards, the cost of which remains a full 30 points). For example, a Champion that received eight rewards (total 300 points), became a Chaos Spawn, and then received a further four attributes, would cost 340 points. Using this sytem means that you so not have to completely recalculate the points value of a Champion if he becomes a Chaos Spawn.

A CHAMPION'S RETINUE

The points value of a Champion's retinue is calculated at 10 points per model plus 10 points per reward received. Note that the 10 points per reward is charged for each *roll* on the *Followers' Reward Table* (p62), not for each model that has received that reward.

For example, a Champion has six followers: one Chaos Warrior and a group of five Beastmen. These followers have received three rewards between them - one has been given to the Chaos Warrior and two to each of the Beastmen. The value of the retinue is therefore 60 points (10 points for each follower) plus 30 points (10 points for each roll on the *Follower's Reward Table*), making a total of 90 points.

NSTANT DAEMON PRINCES AND CHAOS SPAWN

For those who have the time, the generation system presented in *Slaves to Darkness* can create a fascinating array of creatures for use in battles. However, it can be a very time-consuming business to create a Champion of Chaos and then keep going until a Chaos Spawn or a Daemon Prince results. This section provides an optional 'fast system' which can be used when, for example, a Champion is rewarded with Spawn followers.

'INSTANT' CHAOS SPAWN

Chaos Spawn can be quickly created by generating a creature (and associated profile) using the *Chaos Spawn Creatures Table* (or simply by choosing any profile) and awarding the chosen individual up to nine Chaos rewards. Alternatively, 'instant' Chaos Spawn can be given D6+6 Chaos attributes.

Die rolls on the *Chaos Rewards Table* (p45) should, however, be modified by -60% for the first six rolls (thus ensuring that a Chaos Spawn will be the end result). As its ninth reward from the Chaos gods the 'instant Spawn' receives the *Eye of God* (p45) reward if it has not already degenerated into a Chaos Spawn anyway.

The final abomination this system produces should be a satisfactory, if somewhat extreme, Chaos Spawn. It will, of course, be subject to *stupidity*.

CHAOS SPAWN CREATURES TABLE

1ST DIE ROLL (D6)

1		2		3	
D10	**Creature**	**D10**	**Creature**	**D10**	**Creature**
1	Bat, Giant	1	Cold One	1	Gnome
2	Bear	2	Direwolf	2	Gorgon
3	Beastman	3	Dragon	3	Griffon
4	Boar	4	Dwarf	4	Halfling
5	Carrion	5	Eagle	5	Half Ogre
6	Centaur	6	Elf	6	Harpy
7	Chaos Hound	7	Fimir	7	Hippogriff
8	Chaos Warrior*	8	Frog, Giant	8	Hobgoblin
9	Chimera	9	Ghoul	9	Hobhound
10	Cockatrice	10	Giant	10	Horse

1ST DIE ROLL (D6)

4		5		6	
D10	**Creature**	**D10**	**Creature**	**D10**	**Creature**
1	Human	1	Ogre	1	Troglodyte
2	Hydra	2	Orc	2	Troll
3	Jabberwock	3	Pygmy	3	Vampire
4	Leech, Giant	4	Rat, Giant	4	Warhorse
5	Liche	5	Skaven	5	Warhound
6	Lizardman	6	Skeleton	6	Wolf, Giant
7	Mammoth	7	Slann	7	Wyvern
8	Manticore	8	Snail, Giant	8	Zoat
9	Minotaur	9	Snotling	9	Zombie
10	Mummy	10	Treeman	10	Other**

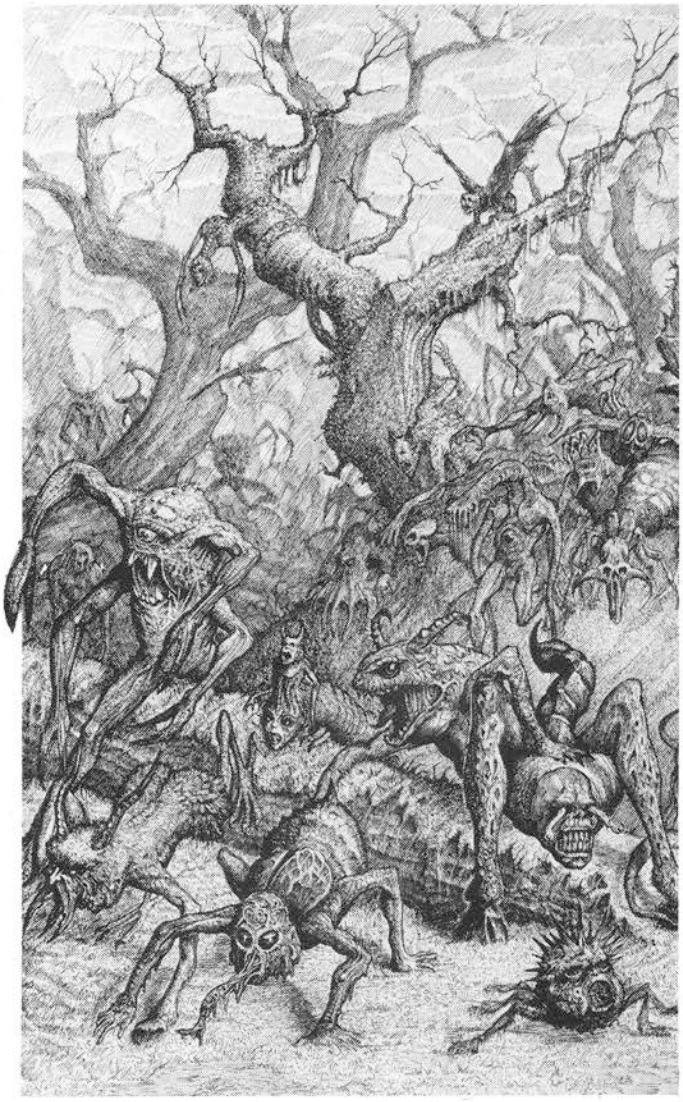
* Or Chaos Sorcerer.

** Choose any creature you want as the basis of the Chaos Spawn - a rat, cat, dog, crocodile or whatever. Use the closest standard profile that exists, or assume that all the creature's characteristics are one or two (with *Movement* as high as four). For **WFRP** use the closest Small Animal profile.

'INSTANT' DAEMON PRINCES

Daemon Princes are produced in the same manner as Chaos Spawn. A profile is determined, and up to nine rewards applied. However, the die roll on the *Chaos Rewards Table* is modified by +40% for the first six rolls. Ignore any effects which would turn the potential Prince into a Chaos Spawn.

As its ninth reward the Daemon receives the *Eye of God* if it has not already done so. With at most five Chaos attributes, it will become a Daemon Prince automatically.



CHAMPIONS OF CHAOS AND WARHAMMER FANTASY ROLEPLAY

The system presented in this chapter of *Slaves to Darkness* generates Champions of Chaos for use with *Warhammer Fantasy Battle* rules. However, the same system can also generate Champions for use in *Warhammer Fantasy Roleplay* campaigns. All the possible rewards of Chaos can be accommodated within the framework of the *WFRP* rules system. In some cases, you may have to convert from one system to the other, using the rules presented in the *WFRP Bestiary* (p213).

GENERATING A WFRP CHAMPION OF CHAOS

Champions of Chaos can be created for use as awesome NPC enemies for your player characters. Even without a retinue, a Champion will give most player characters a difficult time!

As in **Warhammer Fantasy Battle**, a Champion turns to Chaos at some point in his mundane career, abandoning the normal limits of life in favour of a quick road to power.

When generating a Champion of Chaos for use in a **WFRP** campaign, you can choose any starting profile. This could come from any NPC in a published adventure or supplement, be a 'retired' or dead player character, or a newly generated PC. You can also award a PC a few hundred (or thousand) **EPs** and use the careers and advance schemes system to produce an experienced follower of Chaos.

This profile is then used as the starting point for the Champion.

The rewards of Champions are determined in exactly the manner described elsewhere in this chapter. They can receive attributes, gifts and followers in the same way as a **WFB** Champion of Chaos.

However, as a Champion grows greater in the eyes of his god, his remembrance of his former life diminishes and ultimately vanishes. Each time a **WFRP** Champion receives a reward, he *loses* D6 skills. These skills can be lost in any order chosen by the player.

Some skills are also lost as a result of acquiring Chaos attributes. Attributes which reduce a characteristic to zero cause all associated skills to be lost; this skill loss is mandatory.

Champions may receive magical abilities as a result of the *Eye of God* reward on the *Chaos Rewards Table* (p45). In this case the Champion receives *Cast Spells*, either *Petty Magic Only* or of one *Battle Magic* level. He also receives three spells of the appropriate level. These spells do not have to be studied. Furthermore, these spellcasting skills cannot be lost as a result of receiving a reward.

The generation process can, of course, still be used to produce Chaos Spawn and Daemon Princes.

PLAYER CHARACTER CHAMPIONS

If you wish, the system can be used to give PC Champions of Chaos an 'experience system'. There is, however, one important change in the experience system of **WFRP**. This reflects the rather unusual nature of Champions of Chaos.

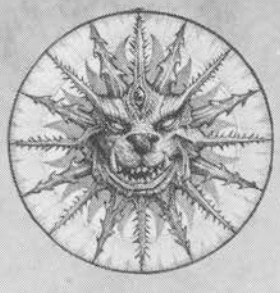
Where a 'normal' character would spend **EPs** on advances, skills or spells, Champions earn and receive rewards. The entire system of careers, advance schemes and gaining skills is replaced by the *Chaos Rewards* and *Rewards of Khorne/Slaanesh* tables.

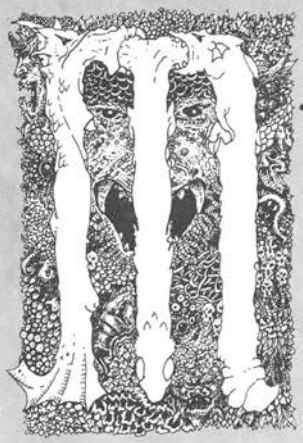
Champions of Chaos earn rewards in **WFRP** campaigns for the same actions as in **WFB**, plus rewards for acts the GM thinks are appropriate to the worship of the Champion's patron Chaos Power. A Champion can *never* earn more than two rewards in a single session of play.

You will find that Champions of Chaos, particularly Champions of Khorne, are often unsuited to group play. The acts that win them approval in the eyes of their patron Chaos Powers and earn them rewards may involve the early and unseemly demise of their companions.

Games with Champions of Chaos become, almost by default, a series of linked skirmishes. Combat is the way that a Champion expresses his 'personality' (such as it is). Interaction between player characters and non-player characters, which normally forms the bulk of **WFRP** play, is largely irrelevant and meaningless to a Champion of Chaos. He exists only to serve his Power on the battlefield; he loses his vestigial humanity as he progresses, and can eventually have no meaningful contact with 'normal' characters.

Champions are therefore totally unsuitable as player characters for games with 'ordinary' player characters. Of the character types presented in **Warhammer Fantasy Roleplay**, only Daemonologists and possibly Necromancers have any common ground with Champions of Chaos.





MAGIC OF CHAOS

Being in the first Part an Explanation and Illumination of the methods of Spells and Magic to be found amongst the Daemons and Mortals in the service of the dark Powers of Chaos; in the second Part a Compendium of the Powers of magical and enchanted Weapons and, in the third, a Discourse upon the dread Powers of Daemons when forged into foul and unclean Blades of Chaos...

"Many are they who debauch themselves in the name of Slaanesh, and Lothar fell in with one such sect. He rose rapidly in their councils, for his mind was apt to their purposes. He was inventive and quick-witted, and he amused his friends with the originality and vitality of his contributions to their 'cause'.

"As Lothar climbed in secret stature his loyalty became obvious to even the most casual observer. No longer were his hands his only mark. He bore the new stigmata in an horrific fashion. His tongue had been persuasive, a seductive lure to the unwary whom he used for his pleasure and cast aside. His tongue remained a snare, but no normal man had such a twisting thing within his jaws. The lash of his tongue became dangerous indeed!

"Lothar fled, the Witch-hunters at his heels, until he reached the Chaos Wastes. Already a champion in the cause of Slaanesh, he turned and killed his pursuers and cursed forever the lands of his birth. Free to wander and despoil, he embraced Slaanesh with renewed vigour."

The fire spluttered and flared as its resinous wood burned and popped. Horned and winged shadows danced behind the old man as he continued the tale.

"Johann's way was ever upwards in the favour of Khorne. His ruthless course was marked in blood and skulls: blood for his god, and skulls piled high on the battlefields and harsh meadows of Chaos. Death had no rest with Johann's work!

"As thought and reason slipped away from him, Johann burned with a hate for all those too weak to take the warrior's path. It gnawed at his heart, and found expression in the changes that time wrought on the once-man. There had been a young Johann, proud of his looks; now there was Johann the Beast. His face had been handsome; now it was the snarling muzzle of a hunting dog...

The Drifting Castle

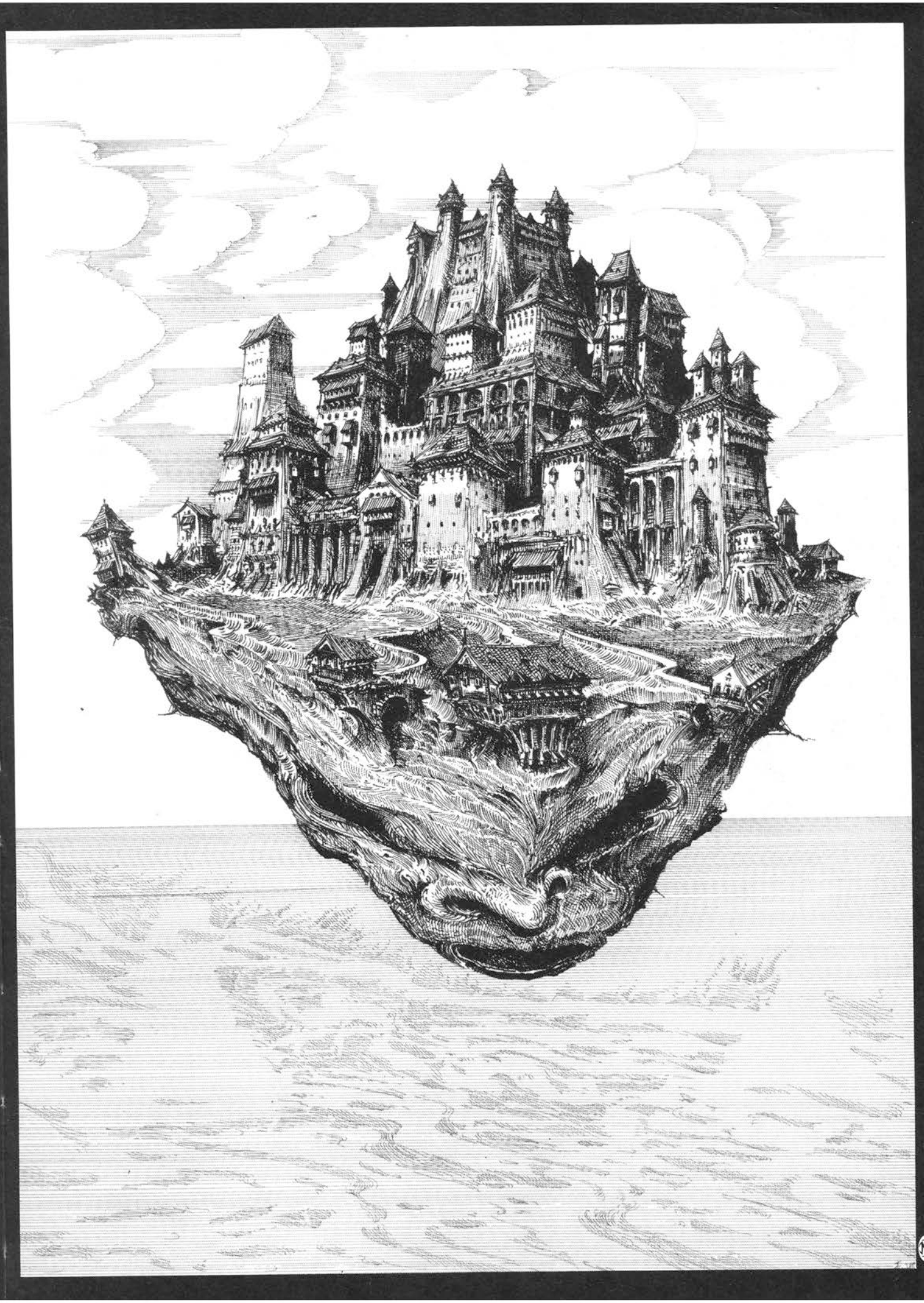
The sky above grew darker than the blackest storm and a cold wind blew. There was no rain but a shower of mortar dust, yellowed leaves and tatters of flags.

No storm was in the sky, but a castle much as might be found in any mortal land. Often had I imagined clouds to be trees and fish and mountains, and now a foible of some nameless and uncaring power had given this fortress the guise of a cloud. It was an island torn from the land, drifting as the mist on a breeze, yet solid and firm. In all that I had seen, this was as strange as any of my visions.

The castle was as empty as any ruin. Like an animal stuffed and mounted under glass, or a fish salted in a barrel, it had been preserved and pickled by the whim of Chaos. Cast aside, and left to wander across the heavens, all was still and desolate in that place. Its towers no longer knew the sounds of men, its halls held no lofty nobles, its gates admitted no tenantry, no sentinel stood guard, no porter waited by the gate. Even the carrion birds, sole visitors to its sad portals, had enjoyed their fill of the dwellers' hospitality.

The shadow of the castle fell across my eyes, and I could see no more.

- Liber Malefic, The Book of Chaos Foreseen, Marius Hollseher



INTRODUCTION

The Chaos Wastes around the ruined spatial gates of the Old Slaan are dark and brooding places, illuminated by unnatural, unhealthy fires. The land itself changes and flows with the warping power of Chaos, and the air is filled with the howls of the despairing and the dead. This is the home of many magical creatures, some of whom command powers fully the equal of any Old World magician. Indeed, seers and sorcerers have travelled into the Chaos Wastes in search of power, and have found the cost to be beyond any sane reckoning.

Many of the wizards who have entered the Chaos Wastes have risen to power in the service of one of the dark Powers of Chaos. In doing so they have created a body of magical lore that owes little to the ordered wizardry of the Old World. They have bound Daemons into terrible weapons of destruction, created fell blades for the Champions of Chaos to carry into battle, and mastered new powers to spread Chaos beyond the boundaries of the Chaos Wastes.

Dark and brooding are the wizardries of Chaos, more so than the insensate violence of its servants. Magic is the breath of Chaos; it pervades all that is chaotic and binds all the Daemons and servants of Chaos to their masters. It is the force of Chaos and Magic, intertwined and inseparable, that drives them on in search of fresh prey and new sensation. Chaos is wild Magic, untrammelled by the imposed and ordered rules of wizards, yet even the 'cleanest' forms of magic tap the same dark and chaotic wellsprings of power.

But the magic of Mankind and the other races is like a science - ordered and defined by 'natural laws'. It is a process of reason, guided by intelligent thought. It alters the world in apparently impossible ways, following 'natural laws', ordered by imposed rules. The magic of Chaos, on the other hand, defies all logic and definition. It is a magic of shrieking for dark spirits, of bloody incantations and half-forgotten or never-known spells, of wizardries cast by rote. The magic of Chaos is not controlled, merely channelled.

In the Chaos Wastes many have magical powers. There are wizards who came in search of Chaos power. There are Champions of Chaos, Beastmen and Chaos Spawn who have spells, abilities and powers granted by the Chaos Powers in addition to the warping changes that Chaos has wrought on their minds and bodies. And, of course, Daemons have magical powers far beyond any possessed by mere mortals. In Chaos, all things are possible. The Magic of Chaos is just one more of its rewards and curses.

KHORNE & MAGIC

Although Chaos and magic are so closely aligned, like two facets of an enchanted gemstone, Khorne, the Blood God, has rejected all ordered and trammelled forms of magic, such as spells. Khorne is a visceral god, the Chaos Power that embodies action, not thought. Slaughter in all its forms is the way of Khorne. Spellcasting is a process of the mind, not the sword's edge. The harvest of blood for the Blood God is of paramount importance, and those rituals and spells that would seek to quantify and control the forces of Chaos are an anathema to him.

Khorne is a practical god of blood and battle, not a god of effete intellectual pursuits. His 'magic', such as it is, reflects this character. Khorne followers use magical swords, Daemon Weapons, and technology to kill in Khorne's name. His followers are 'blessed' with technological and magical weapons of great power that no Old World weaponsmith could possibly have produced. Khorne's unnatural marvels are his gifts to his followers; the use of such weapons is his followers' delight. A bolter, a magic blade, a chainsword, a Daemon Sword - it marks its recipient as one of Khorne's chosen favourites.

Khorne's followers slaughter in his name, glorying in blood, but they do not kill everything in their path. Of the wizards and sorcerers they encounter, the lucky ones are killed outright. The uncounted and unfortunate ones are not slain, but are taken instead deep into the heart of Khorne's realm. There, far below Khorne's gore-flecked brazen throne, they labour for eternity in the Forges of Khorne. The mages and seers are doomed to perpetual slavery in red-tinged and smoky darkness, enchanting the weapons that Khorne demands for his armies. The Forges temper mortal despair, death, the power of Chaos and mere steel into the arms of Chaos in its bloodiest and most unforgiving aspect. Death is no escape from the Forges, for the tempering of a Khornate blade requires blood for the quenching, and souls to stoke the furnaces.

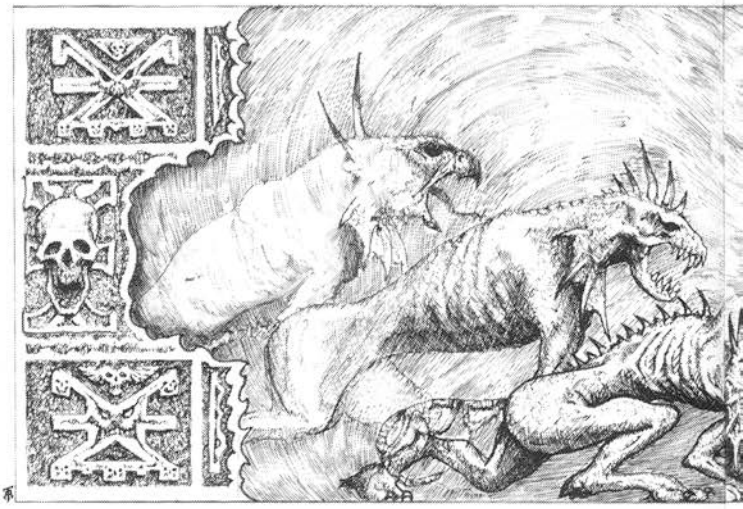
WHAT THIS CHAPTER CONTAINS

On the following pages you'll find all you need to know about the magical abilities of the followers and Daemons of Khorne and Slaanesh. This includes notes explaining Khorne's relationship with technology and magic, and complete details of the new spells available only to the followers of Slaanesh. The rules for summoning and controlling Daemons are also greatly expanded, with new details which make their use more appropriate in the context of **Warhammer Fantasy Battle**.

A major part of this chapter is devoted to Daemon Weapons - swords (and occasionally other weapons) with a Daemon bound into the metal of the blade. A complete generation system and details of all the powers of such blades is included. You'll also find an extensive section listing over 50 *properties* for more common magic swords, along with a generation system for creating random battle blades.

To round off the magical paraphrenalia of Chaos a selection of magical items are presented: including Chaos Armour, and the *Hellblades* and *Collars* of Khorne's followers. Daemonic Familiars are covered in some detail in a section at the end of the chapter.

Magical abilities specific to Daemons and followers of Nurgle, and Tzeentch are covered in **The Lost and the Damned**.



SUMMONING DAEMONS

Chaos Daemons and Daemonic Servants may be summoned using the summoning spells presented in *Warhammer Fantasy Battle*.

The new rules presented here, covering pentagrams and their effects, apply to most daemonic summoning and dispelling spells, specifically: *Dispel Lesser Daemon, Summon Steed, Summon Lesser Daemon, Dispel Daemon Horde, Summon Daemon Horde, Dispel Greater Daemon, Summon Greater Daemon* and *Daemonic Portal*. Details of all these spells can be found in *Warhammer Fantasy Battle* (pp166-168).

In addition, two new spells, *Summon Daemonic Pack* and *Dispel Daemonic Presence* are also affected by pentagrams. Both of these spells are described below.

Other daemonic spells given in **Warhammer Fantasy Battle**, such as *Summon Familiar* and *Summon Energy* do not use these rules.

NEW DAEMONIC SPELLS

DISPEL DAEMONIC PRESENCE

Spell Level 1
Magic Points 4
Range 12″/24 yards

Description

This spell allows the wizard to dispel one or more minor daemonic creatures in a single unit within 12″. These can be Daemonic Servants (eg Fleshhounds, Juggers, Fiends or Mounts of Slaanesh) or Daemonic Familiars (see p102), but not Lesser or Greater Daemons.

The first daemonic creature receives a *magic save*; if this is failed the creature vanishes. Roll a D6, and on a result of 4, 5 or 6 the spell moves on to another target in the same unit, which is subject to exactly the same effects as the first affected Daemon.

The spell continues to dispel the Daemons in the unit until either there are none left, one Daemon makes a successful save, or a 1, 2 or 3 is rolled when testing to see if the spell moves on to another target.

Magic points expended to enhance the attack (ie reduce the target's saving throw) apply to all saving throws the unit may be called upon to make (eg if the caster expends an additional 2**MPs**, the first victim makes its saving throw with a penalty of -2; if the D6 roll indicates another member of the unit is affected, then it too has a penalty of -2 on its save, and so on).

WFRP: The *ingredient* required to cast the spell is the religious symbol of a good or neutral deity.

SUMMON DAEMONIC PACK

Spell Level 3
Magic Points 8
Range 3″/6 yards

Description

The wizard may summon a unit of daemonic Hunting Beasts (eg Fiends of Slaanesh or Fleshhounds of Khorne). The pack appears within 3″ of the wizard and a normal daemonic control test is made (2D6 against the caster's **WP**). If successful the wizard controls the unit for the remainder of the battle. If unsuccessful, the Hunting Beasts behave in a random fashion (roll on the table below each round/turn), or are controlled by the GM (if any).

D6	Actions
2-4	Beasts do nothing
5-6	Beasts move to attack nearest enemy of summoner
7	Beasts move to attack nearest friend of summoner
8-9	Beasts move to attack nearest character model
10-11	Beasts move to attack summoner
12	Beasts immediately return to the Void

The number and type of Hunting Beasts summoned depends upon the number associated with the caster's patron Chaos Power: wizards of Slaanesh, for example, receive six Fiends of Slaanesh.

WFRP: Summoned creatures remain for 2 hours per level of the summoner. The *ingredient* required to cast the spell is the heart of any humanoid creature, torn from a living body.

PENTAGRAMS

PENTAGRAMS AND SUMMONING SPELLS

A wizard wishing to use any summoning spell (including *Summon Daemonic Pack*) *must* draw a pentagram around himself before attempting to cast the spell. Other summoning spells, such as *Summon Familiar* can be cast from within a pentagram, but the wizard neither gains a benefit nor suffers a penalty for using a pentagram for such a purpose.

The wizard declares that he is drawing a pentagram during his side's *magic phase*, and can do nothing else during the phase. Casting and maintaining other spells is impossible while drawing a pentagram. Furthermore, the wizard may not currently have any type of *Aura* spell around himself while drawing a pentagram.

A card cut-out pentagram 2″ in diameter is placed beneath the wizard model. The wizard must remain stationary within the pentagram until he casts his summoning spell, which can happen during any subsequent *magic phase* in his side's turn.

The pentagram will be destroyed when any of the following conditions are met:

The wizard casts any spell other than a daemonic *Summon* or *Dispel* of any level;

The wizard is wounded before the summoning takes place (see below);

Any other model moves into the pentagram, ie within 1″ of the wizard;

Any spell is successfully cast against the wizard;

As a result of rolling on *Daemonic Response Table* below;

The wizard abandons the spell after rolling on the *Daemonic Response Table*;

The wizard leaves the pentagram.

If the pentagram is not destroyed, the wizard may cast a summoning spell during any of his side's following *magic phases*. The spell does not have to be cast immediately: providing the pentagram is not destroyed there is no time limit on when the summoning need be carried out.

Once the spell has been cast (at the normal cost in *magic points*) roll a D6 and consult the *Daemonic Response Table* below.

This die roll may be modified by expending extra magic points.

Magic Points Expended	Die Roll Modifier
x2	+1
x3	+2

No die roll can be modified by more than +2. If the wizard continues his summoning over more than one *magic phase* (see result 3 on the table below) the second and any subsequent die rolls are not modified.

DAEMONIC RESPONSE TABLE

D6	Result
1	The summoned Daemon or Daemons do not appear. The wizard and his pentagram are sucked into the Void, creating a gateway into the Void in the process. Replace the pentagram with a 2″ diameter black marker. Any models entering the marked area during the remainder of the battle are also sucked into the Void and killed. All models involved are removed from play. Reality has ceased to exist in this spot.
2	The summoned Daemon or Daemons do not appear and the pentagram is destroyed. Remove the pentagram marker from the battlefield.
3	The summoned Daemon or Daemons do not appear. The wizard may abandon the summoning (destroying the pentagram) or continue with it. If the summoning continues the wizard remains within the pentagram and during one of his side's subsequent *magic phases* another D6 is rolled and this table is consulted again. No further *magic points* are expended. If the pentagram is destroyed while the wizard is still summoning (ie before making another roll on the *Daemonic Response Table*), he vanishes into the Void where his spirit spends eternity howling for release. Remove the model from the table.
4	The summoned Daemon or Daemons appear and the wizard must make a control check as normal (see **WFB** pl49). In any event, the summoned creatures remain on the battlefield for only D6 turns. After this they return to the Void and leave the battlefield.
5	The summoned Daemon or Daemons appear and the wizard must make a control check as normal (see **WFB** pl49). In any event, the creatures remain for only D6+3 turns. After this they return to the Void and leave the battlefield.
6+	The summoned Daemon or Daemons appear, are automatically controlled by the wizard, and remain for the remainder of the battle or until they are dispelled.

DISPELLING DAEMONS AND PENTAGRAMS

A wizard can still cast *Dispel Lesser Daemon, Dispel Daemon Horde, Dispel Greater Daemon* (**WFB** pp166-7) or *Dispel Daemonic Presence* (above) to banish daemonic creatures from the battlefield without using a pentagram, but these spells are more effective when cast from within a pentagram.

Even if a pentagram is destroyed, there is no risk to a wizard from destruction when he is attempting to dispel daemonic creatures.

When any type of daemonic *Dispel* is cast from within the confines of a pentagram the Daemons or Daemonic Servants that are the target of the spell are automatically dispelled. They are not allowed any *magic save*, even though the spell description may indicate otherwise.

DAEMONIC SAVING THROWS

Those Daemons that cast spells (eg all Greater Daemons bar those that serve Khorne) do so without using *magic points*. Daemons, as inherently magical creatures filled with the energy of Chaos, have no need for a separate reserve of magical power.

Daemons take part in two types of battle. The first of these is a predominantly mortal conflict, in which Daemons appear as a result of *Summon* spells cast by mortal wizards on one side or the other. These are circumstances that will be familiar to all *Warhammer* players. The second type of conflict, however, occurs between predominantly daemonic forces, such as those in *Daemonic Legions*, and takes place in the weird lands of the Chaos Wastes. Daemons form the bulk of the forces in such battles and, far from being summoned by a wizard, they go to war at the explicit command of their master.

In the former circumstances, when a battle takes place in the normal Warhammer world, Daemons are magically vulnerable creatures. They are not entitled to *magic saving throws*, except as noted in certain spell descriptions, for example *Bind Daemon* (**WFB** pl66).

In the Chaos Wastes, however, where the power of Chaos swirls across an insane and twisted sky and the pulse of unclean power shakes the earth, Daemons are not nearly so susceptible.

The Daemons presented in **Realm of Chaos** are allowed to make *magic saving throws* against almost any spells, but only under certain conditions. The table below summarises these conditions and the types of *magic save* allowed to Daemons. These are different on mortal and daemonic battlefields. To determine whether or not a Daemon is allowed a save, simply cross-reference the situation (ie daemonic or mortal battlefield) and spell type (ie save allowed or not) with the type of Daemon in question.

Hear me, for I speak with the wisdom of long study and the knowledge of the hidden ages. It has been said by some I see before me that the Daemon can be vanquished and overcome with the power of our sorceries. Can you belive it? Can you believe that your puling, petty magics will throw down this thing of Night, this lordly servant of dread Chaos? It is the fond foolish hope of babes and dribbling ancients that their weak cries can rule the world and stand against cold-hearted Truth. And there is no truth so cold nor so dark as the true blade with which the Daemon reasons.

Hear me, for I am not blinded by the vanity of selfish eyes. Hear me, and I shall tell of how the Daemon is to be undone and cast into the Void...

DAEMON SAVING THROW TABLE

	DAEMON TYPE			DAEMON TYPE		
	DAEMONS OF KHORNE			DAEMONS OF SLAANESH		
Spell Description Allows	**Greater**	**Lesser**	**Servant**	**Greater**	**Lesser**	**Servant**
On a daemonic battlefield						
A Save	Auto	Auto	Auto	WP+DPP	WP+DPP	WP+DPP
No Save	DPP	Unit	Unit	DPP	DPP	DPP
On a mortal battlefield						
A Save	DPP	DPP	DPP	No	No	No
No Save	No	No	No	No	No	No
On any battlefield						
Daemonic Spells	WP+DPP	WP+DPP	WP+DPP	WP	WP	WP

Auto The Daemon automatically passes any *Will Power* test required by spells cast against it.

DPP The Daemon can expend *daemonic power points* (see below) to create a saving throw for itself.

No The Daemon is not entitled to a save of any kind.

Unit Units of Lesser Daemons and Daemonic Servants of Khorne do not make a 'normal' save. Roll 2D6 to make a *unit* test; if the result is equal to, or lower than, the number of models in the unit the save is successful. If the result is higher than the number of models, the *unit* test is failed.

WP The Daemon may make a normal *magic saving throw* using only its *Will Power*, and it may not expend any *daemonic power points* to augment the save.

WP+DPP The Daemon may make a normal *magic saving throw*, and this may be augmented by *daemonic power points*.

DAEMONIC POWER POINTS

Daemons do not use *magic points* to cast spells, but they do have *daemonic power points* to allow them to augment saves and enhance attacks (see **WFB** p148). *Daemonic power points* can also be used to create *magic saving throws*, as described in *Magically Vulnerable Targets* (see **WFB** p148).

Each Greater Daemon on the battlefield has its own total of *daemonic power points*. Units of lesser daemonic creatures do not have separate totals for each member of the unit; *daemonic power points* are pooled into a single total for the entire unit, and any member of the unit may draw upon the pool when required.

The Keepers of Secrets (Greater Daemons of Slaanesh p30) each receive 6D6 *daemonic power points* at the start of a battle. These *daemonic power points* can be used to augment *magic saving throws* and enhance spells.

Daemonettes, Fiends and Mounts of Slaanesh (see *Servants of Slaanesh* pp31-34) receive D6 *daemonic power points* each. These are pooled into a single total for the unit. A unit of six Daemonettes, for example, has 6D6 *daemonic power points* available to its members. Again, these points can be used to augment saves and enhance spells.

The Bloodthirsters (Greater Daemons of Khorne p25) each receive 8D6 *daemonic power points* at the start of a battle. These *daemonic power points* can only be used to augment certain *magic saving throws*.

Bloodletters, Fleshhounds and Juggers (see *Servants of Khorne* pp26-28) receive D6 *daemonic power points* each, which are pooled into a single total for the unit. A unit of eight Bloodletters mounted on Juggers has 16D6 *daemonic power points* available for *magic saving throws*. Like the Greater Daemons of Khorne, these *daemonic power points* can only be used to augment certain *magic saving throws*. These creatures are also entitled to make *unit* tests as described above (see the *Daemon Saving Throw Table*).

The *Daemonic power points* allowances, *magic saving throws* and *saving throw* entitlements appropriate to the various Daemons of Nurgle and Tzeentch are included in **The Lost and the Damned**, the companion volume to **Slaves to Darkness**.

SERVANTS OF CHAOS AND MAGIC

Many followers and servants of Chaos have magical abilities. Some of those who turn to Chaos in their search for power have already developed magical skills. Others are granted a variety of powers and abilities as rewards for their service to their unnatural masters, the Powers of Chaos.

Mortal followers of Chaos can begin their lives as Champions of Chaos (or as a member of a Champion's retinue) with magical powers. These are the spells and abilities that they learned before the lure of Chaos became too great and, as such, they are generated in the same manner as spells for non-chaotic wizards. There is no limit to the powers a wizard can have before he turns to Chaos, although an already powerful wizard would risk much in treading the dark road to further power in Chaos.

ACQUIRING MAGICAL POWERS

As has been noted, magical and magic-related powers can be gained as one of the rewards or curses of service to the gods of Chaos. There are several ways in which this can happen.

A Champion of Chaos who is not a wizard can gain a level of mastery with the associated spells and *magic points* when he receives the *Eye of God* reward (see the *Chaos Rewards Table* p45). Spells, *magic points* and the associated *power level* are generated randomly, as for any other wizard (see p76 and **WFB** p145). This reward can never be gained by Champions of Khorne.

Any mutant (a Daemon, Champion, Chaos Spawn or 'ordinary' follower of Chaos) can receive the personal Chaos attribute of *Magician* (p124), which grants them similar powers to the *Eye of God* reward. Even followers of Khorne can be cursed with this attribute and given powers which Khorne abhors for the actions carried out in his name.

The lowest level of magic is received, over and above the recipient's original level of mastery (if any). For example, a Champion with no magical powers receives a *magic level* of 1 when he gains either the *Eye of God* reward or the *Magician* attribute. A wizard who can already cast spells receives the next level of magic above that he can already use.

A Chaos follower who can already use all levels of magic is granted additional spells and *magic points* (with a corresponding increase in *power level*) starting with level 1 spells, which are determined as usual.

Resistance to magic and its effects can also be gained by the followers of Chaos. Champions of Khorne, for example, can gain a *Collar of Khorne* (p100) similar to that worn by the Fleshhounds of Khorne. The personal Chaos attributes *Magic Immune* and *Magic Resistant* (p124) and the dominant attribute *Magically Resistant* (p141) grant a degree of protection against the effects of spells. Finally, some of the new properties of magically enchanted swords (p80) also confer magical powers on the blade's bearer.

ACQUIRING SPELLS

The spells received by servants of Chaos are determined randomly, usually when the follower receives either the *Eye of God* reward or the *Magician* Chaos attribute. A recipient of either is entitled to three spells of a newly gained *magic level*.

Each of the Chaos gods (except Khorne) has four associated spells, one for each level. These spells are always the first spells gained by the god's follower at each level of magical mastery. The other spells of the relevant level that the follower knows are determined randomly. A Slaaneshi Champion, for example, who can cast level 1 magic would always know *Acquiesence* and two other random spells. See *Spells of the Chaos Gods* (p78) for further details of Slaaneshi spells.

The spells that Daemons know are determined using a similar random system. Daemons are not, however, bound by mortal limitations on the spells they may cast. The full spell determination system for Daemons is covered under *Daemons and Spells* (p77).

No distinction is made between different types of spell when generating them randomly for Chaos spellcasters. Roll a D10 and consult the following table to determine the type of each spell:

D10	Spell Type
1-2	Battle Magic
3-4	Daemonic
5-6	Elemental
7-8	Illusionist
9-0	Necromantic

Once the level and type of spell has been determined, randomly generate a specific spell of that level. The system in **Warhammer Armies** can be used to give an appropriate spell.

DAEMONS AND SPELLS

Daemons are not constrained by the same limits as mortal spellcasters. Daemons can cast any spell they wish, providing that they know the spell.

SPELL POOLS

The spells that a Daemon knows are determined randomly at the start of each battle or when the Daemon is summoned. As with mortal followers, the exact spell of a particular level is randomly determined, using the tables given above.

As spells are cast they are removed from the pool, and a new replacement spell is randomly determined. This is added to the list of available spells and may be cast during the next *magic phase* in the same manner as any other spell in the pool.

Daemons of Slaanesh and Spells

Greater Daemons and Daemon Princes of Slaanesh have a pool of six spells available at any one time. These spells are randomly renewed as and when they are used.

Lesser Daemons of Slaanesh receive one first level spell each; these are combined to give a pool of spells for each unit.

Other Daemons and Spells

Greater and Lesser Daemons of Khorne do not have spell pools.

Daemons of Nurgle and Tzeentch use the system described here when casting spells. Details of the spells that they can cast and the numbers of spells they are allowed to have at any one time in their spell pool are included in **The Lost and the Damned**.

GREATER DAEMONS AND SPELLS

Greater Daemons and Daemon Princes have individual pools of spells available. For each spell in the Daemon's spell pool roll a D4 to generate its *magic level.*

The first spell of any generated level in the pool is always the special spell associated with the Greater Daemon's Chaos god. For a Keeper of Secrets (a Greater Daemon of Slaanesh), for example, the first spell of of *magic level* 3 in the pool is *Beam of Slaanesh*. Other spells of the same level are determined randomly, using the procedure given in *Spell Acquisition* (p76).

When a Daemon casts a spell it is replaced by a new, randomly determined spell. A D4 is rolled to determine the level of the replacement spell.

If the Chaos Power's spell of the determined level is not in the Daemon's spell pool roll a D6; on a result of 1, 2 or 3 the Greater Daemon receives that spell. On any other result randomly generate another spell of the appropriate level. Duplicate spells may be re-rolled or a spell may be chosen.

DAEMON PRINCES AND SPELLS

A Champion of Chaos who becomes a Daemon Prince gains the magical abilities of a Greater Daemon of his Chaos Power. Any spellcasting abilities that the Champion had are lost regardless of how powerful a magician the Champion was, and the new Daemon Prince gains a pool of spells, identical in all respects to that of a Greater Daemon of the appropriate Power.

LESSER DAEMONS AND SPELLS

Lesser Daemons do not have individual spell pools. Each Lesser Daemon is allocated one or more spells which are amalgamated to form a single pool for their entire unit. One spell in the pool at the start of the battle (or when the Daemons are summoned) is always the level 1 spell of the Daemons' patron god.

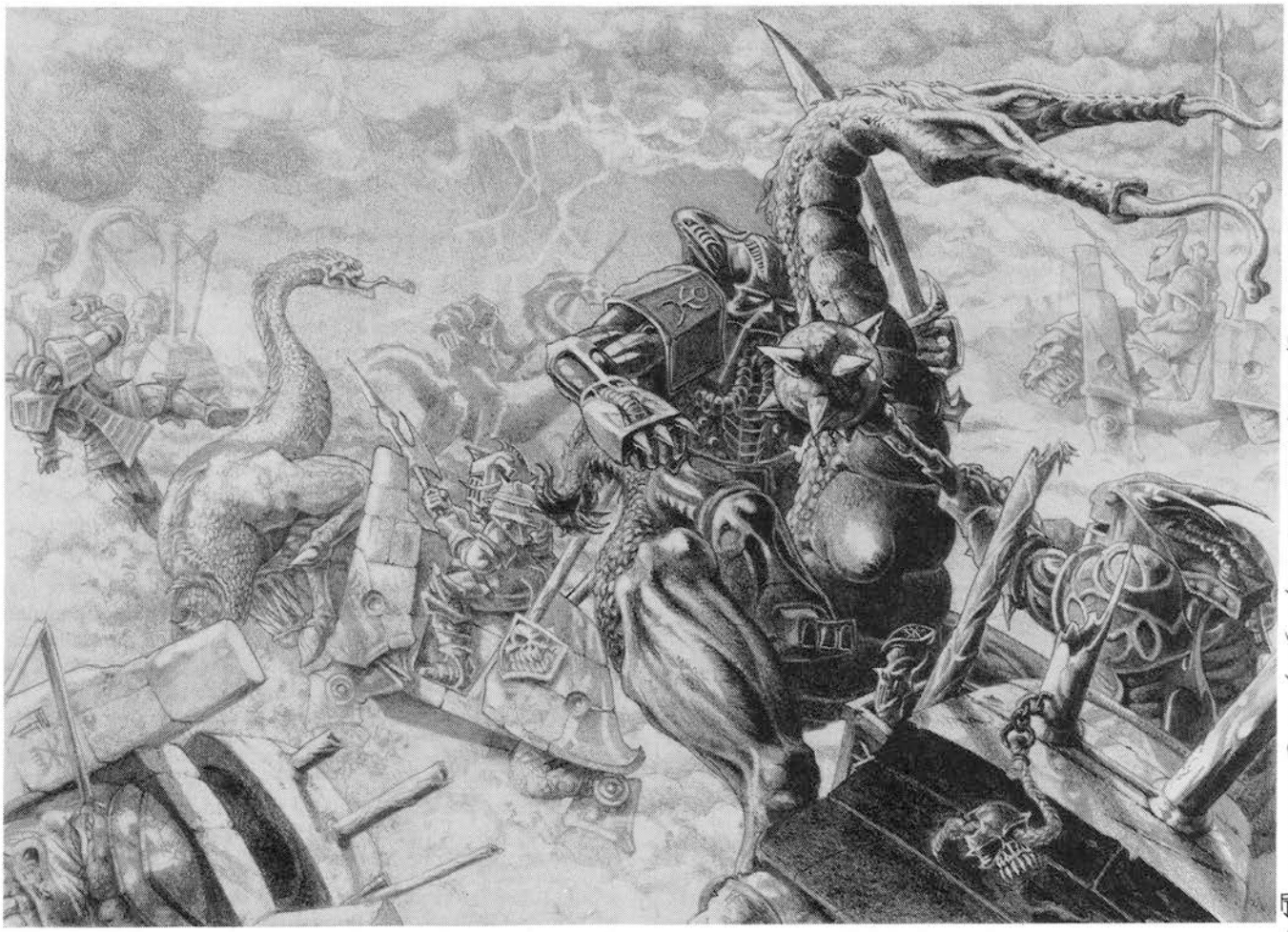
Each Lesser Daemon in the front rank of the unit may cast a spell during a single *magic phase.* Two Daemons may not cast the same spell; each must cast a different spell from those available in the pool.

Cast spells are deleted from the available spells in the pool, and are replaced by a randomly determined spell. If the level 1 spell of the Lesser Daemons' Chaos god is not currently in the spell pool roll a D6; on a result of 1 or 2 the pool receives that spell.

At the start of the battle there is one spell in the pool for each Daemon model on the table. When a Lesser Daemon is removed as a casualty the number of spells currently in the pool is not reduced. However, when a spell is cast a replacement may only be determined if the number of spells is less than the number of models on the table. The size of a unit determines, if only indirectly, the maximum number of spells in the unit's spell pool.

A unit can have more spells in its pool than models on the table if it has taken casualties without reducing the number of spells in the pool below the number of models on the table. The 'extra' spells are not lost, but are never replaced by new randomly determined spells.

In **Warhammer Fantasy Roleplay** games Lesser Daemons act as individuals for the most part. At the GM's discretion they can be treated as having individual spell pools or, where groups appear, as having a joint pool of spells to draw upon.



SPELLS OF THE CHAOS GODS

This section covers the spells available to followers of the Chaos gods. Each Power of Chaos (except Khorne, who hates magic) has spells which are granted to spellcasting followers and Daemons.

Spells of a Chaos god can only be received by that god's followers. They are not available to non-Chaos wizards or to spellcasters who follow other Chaos gods. When Chaos servants gain spells, one spell of each *magic level* is always the appropriate spell of their god. For this reason these new spells are not included in the random spell generation system used by Chaos spellcasters (see *Acquiring Spells* p76).

SPELLS OF SLAANESH

ACQUIESCENCE

Spell Level 1
Magic Points 3
Range Touch

Description

The follower or Daemon of Slaanesh who casts the *Acquiescence* must be in base to base contact with a suitable target. The caster merely reaches out and touches victim's forehead. A successful *to hit* roll is necessary, and the caster must then roll under his *Initiative* on a D6. Additionally, *non-daemonic* targets may make a *magic saving throw* (**WFRP**: *magic* test), to avoid the effects of the spell.

The victim immediately enters a blissful, euphoric state for the remainder of the battle. All the target's characteristics are halved. On each turn roll a D6; on a result of 1, 2 or 3 the target is unable to do anything other than stand and smile mindlessly. On a result of 4, 5 or 6 the target is subject to *stupidity*.

Note that the spell has special effects on followers and Daemons of Slaanesh and Khorne.

Servants of Slaanesh: A Slaaneshi target of the spell is not subject to the spell's normal effects, but is filled with a sense of well-being and a reassuring air of unreality. The target becomes immune to all psychological effects, including *rout* tests, but *Initiative* is reduced by 2/20.

Servants of Khorne: The victim's personality is subjected to an unwelcome but ecstatic pitch of voluptuous enjoyment. His nervous system cracks under the strain, and his mind boils. While this is happening the victim spends D6 turns staggering D4"/D4x2 yards in a random direction, after which he collapses and dies of uncontrollable delight. Such a fate is an anathema to all true servants of Khorne, and they hate all the Slaaneshi with a special venom because of it.

WFRP: Depending on the victim, the effects of this spell last for 24 hours or have an almost immediate effect. A Slaaneshi sorcerer requires a symbol of Slaanesh to cast an *Acquiescence* spell.

PAVANE OF SLAANESH

Spell Level 2
Magic Points 8
Range 24"/48 yards

Description

The *Pavane of Slaanesh* may be cast at any group or unit of four or more creatures which are not involved in hand to hand combat who are within 2"/4 yards of each other. The targets must have at least animal intelligence for the spell to work, ie an **Int** of 4/12 or more. Additionally, *non-daemonic* targets may make a *magic saving throw* (**WFRP**: *magic* test) to avoid the effects of the spell.

Victims of the spell can do nothing except stand and dance lewdly to the sound of some unearthly music that only they can hear. They may not move, attack or use missile weapons until the spell's effects are ended. This occurs when the affected group or unit are attacked in any way: in hand to hand combat, by missile fire or by magic.

WFRP: The *Pavane of Slaanesh* lasts until the spell's effects are broken, and requires only one ingredient: a flask of wine.

BEAM OF SLAANESH

Spell Level 3
Magic Points 8
Range 24"/48 yards

Description
This is a version of the Slaaneshi spell *Acquiesence* (see above) which allows his/her sorcerers to strike down targets some distance away. A dazzling rainbow light shoots from the caster's fingertips, striking one creature within range and the caster's line of sight. *Non-daemonic* targets may make a *Magic saving throw* (**WFRP**:*magic* test) to avoid the spell's effects, which are the same as those of an *Acquiesence* spell.

WFRP: As with an *Acquiesence* spell, the caster requires a symbol of Slaanesh to use a *Beam of Slaanesh*.

FLESHY CURSE

Spell Level 4
Magic Points 5
Range 24"/48 yards

Description
This repulsive spell produces some of the most hideous effects in the magical repertoire. *Non-daemonic* victims may make a *magic saving throw* (**WFRP**: *magic* test) to avoid the spell's effects.

Victims of the spell immediately sprout horrific and uncontrollable growths. At the start of each turn after the spell has been cast, roll a D10 and consult the following table for the effects of the spell:

D10 Effects this turn

1-3 Growths of fat, sinew and muscle spurt from the victim, covering an area D4" x D4"/2D4 x 2D4 yards. This growth happens in a random direction from the starting position of the victim:

D4	Direction
1	Front
2	Left
3	Back
4	Right

4-6 A tentacle-like extensions shoots out D12"/2D12 yards from the victim. Use a D12 clockface to randomly determine the direction of the tentacle's growth.

7-8 Nothing happens this turn.

9-10 The victim and all his excrescences move D6"/2D6 yards in a random direction. Use a D12 clockface to determine the direction of the victim's stagger.

Misshapen mouths, hands, eyes, legs and other appendages cover the growths. Each creature in contact with a growth is attacked once per turn with a *Weapon Skill* of 5/49. A successful hit causes no damage, but the target is unable to move, attack or carry out any other actions. After three successful attacks the fleshy growth will have strangled and crushed its target.

The victim of a *Fleshy Curse* is quite helpless to prevent this growth, and has no further influence over his behaviour. He will continue to expand almost indefinitely, and can only be wounded or killed by fire-based attacks. Growth will continue until the victim is finally killed.

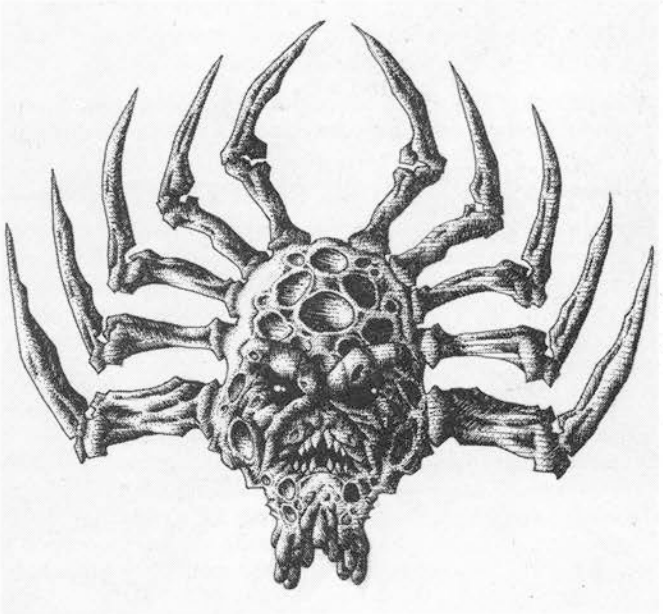
White plasticene can be used on the tabletop to simulate the horrible fleshy growths which emerge from the doomed victim.

WFRP: The *Fleshy Curse* requires a singularly strange set of *ingredients*: a severed humanoid limb and 144 living spiders, all sewn into the skin of a Goblin, Gnome or Halfling.

SPELLS OF OTHER CHAOS POWERS

Daemons and mortal followers of Khorne have no special spells available only to them, and the use of any magical powers by Khorne's followers attracts his great disfavour.

Spells available only to Daemons and mortal followers of Nurgle and Tzeentch are detailed in the companion **Realm of Chaos** volume, **The Lost and the Damned**.



CHAOS WEAPONS

Followers and Daemons of Chaos can use two types of magical weaponry: *Chaos Weapons* and *Daemon Weapons*.

Chaos Weapons have relatively limited magical powers which are part of the blade of the weapon. These are determined randomly for each blade. While a weapon generated using the system presented in this section can be quite powerful, for the most part it modifies the abilities and skills of its bearer.

A Daemon Weapon, on the other hand, has abilities and powers of its own, based on the Daemon that is bound within the blade. The rules for generating such weapons can be found under *Daemon Weapons* (p94).

Chaos Weapons are always hand weapons of some type: swords, axes, maces and the like. The rules presented here can be applied to any type of close combat weapon, but not to missile weapons. While the shape of a Chaos Weapon makes no difference to its function, the overwhelming majority of such weapons are swords of one type or another.

WEAPON PROPERTIES

The abilities of Chaos Weapons generated using the system presented here are referred to as *properties*. This title distinguishes them from the powers granted to Chaos followers in the shape of *attributes* and *gifts*.

Followers of Chaos can be affected by the properties of a blade that they carry, to almost the same degree as their own attributes and gifts. While the effects of a property last only as long as the creature in question is holding the weapon, in most battles the practical result of a property is similar to that of a permanent attribute or gift.

COMMON PROPERTIES

All Chaos Weapons have certain qualities in common, regardless of their individual properties. These common properties are not the same as those of 'ordinary' magical weapons described in **Warhammer Fantasy Battle**.

1 Every Chaos Weapon has a magical aura which is immediately obvious to any wizard who touches it.

2 Chaos Weapons can cause damage to creatures listed as being immune to the effects of normal weapons.

3 Chaos Weapons can dispel any *Aura* on contact. Roll a D6; on a roll of 3, 4, 5 or 6 the *Aura* is negated.

4 The effects of Chaos Weapons cannot be avoided by *magic saving throws*, except as noted in the descriptions of individual properties.

DETERMINING PROPERTIES

Warhammer Fantasy Battle allows players to choose the powers of a magical weapon from a list. Chaos Weapons, however, are generated randomly, using the *Chaos Weapons Properties Table* below. Players have no direct control over the powers of a particular weapon. The followers of Chaos have to take whatever is produced in the patron god's forges.

A Chaos Weapon may have any number of properties, but it may not have a particular property more than once. Any duplicates should be re-rolled until an *unduplicated* property is determined. The only limit on the number of properties that a weapon may possess is the points cost that the player is willing to pay for a particular blade. Players have no influence over the *nature* of a given weapon's properties; they can only determine the number of properties possessed.

The *Chaos Weapon Properties Table* uses a D1000 roll. This is similar to a D100, except that *three* (rather than two) ten-sided dice are rolled: one for the hundreds, one for the tens and one for the units. A result of '000' is always read as one thousand, never as zero.

In most cases variable powers should be rolled up when the property is determined. However, any to hit bonuses and variable *Wounds* are randomly generated each time the weapon is used. Where a 'target' or 'victim' is referred to in the property's descriptions this may be an individual or a unit/group. A property used against a unit/group may only affect those of its number who are within range.

Where numbers or dice rolls are separated by an oblique (/), the references are to **WFB** and **WFRP** respectively.

POINTS COST OF CHAOS WEAPONS

The points value of a Chaos Weapon is not directly related to its powers. Each Chaos Weapon costs 25 points *plus* 25 points per die roll on the *Chaos Weapon Properties Table*. The points cost is *not* multiplied by the character level modifier.

While individual properties may not seem to be 'worth' 25 points (or might seem to be worth far more), the points cost is not for the property itself. It is for the roll on the *Chaos Weapon Properties Table*. The nature of the generated property makes no difference to the points cost of the weapon, even if the property is disadvantageous to the bearer, such as *705-717 Random* or *104-116 Coward*. Some properties, require one or more 'extra' properties to be generated. In this case the cost is still 25 points; the points are paid for the initial die roll, not the *Coward* or *Random* property of the weapon.

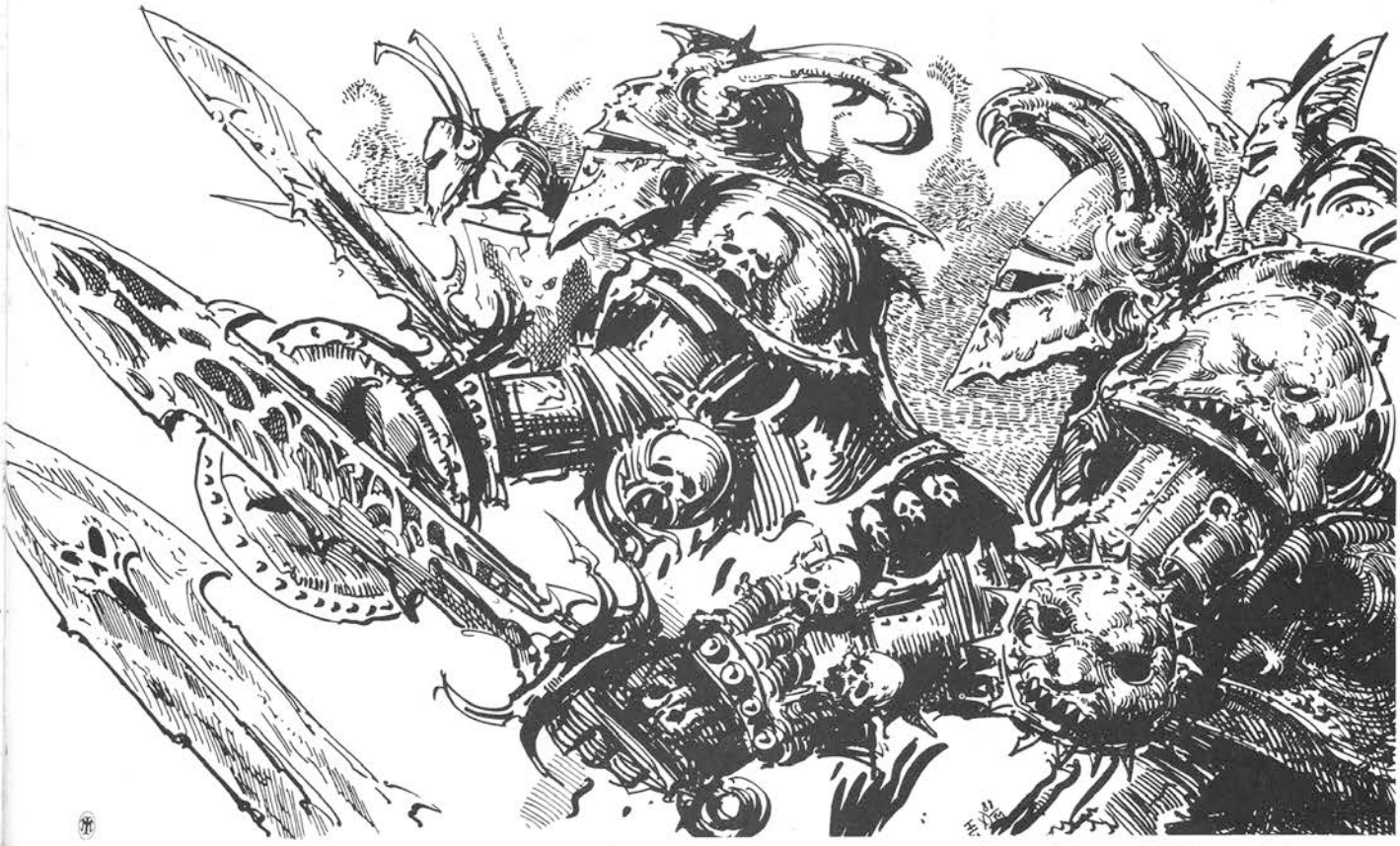
CHAOS WEAPONS FOR UNITS

Units can be equipped with 'standard' Chaos Weapons at a cost of 25 points per model. These weapons have only the powers listed under *Common Properties* above.

If you wish, units may be equipped with weapons having additional randomly determined properties. This costs an additional 25 points per model, but only one die roll is made for the entire unit. For ease of play it is assumed that the unit is equipped with weapons having identical properties.

CHAOS WEAPON PROPERTIES TABLE

D1000	Sword Property	D1000	Sword Property	D1000	Sword Property
001-013	Animation	334-346	Freeze	667-679	Poisonous
014-026	Banishment	347-359	Frenetic	680-692	Powersword
027-039	Bewitched	360-372	Glittering	693-704	Protection
040-052	Breathe	373-384	Hacking	705-717	Random
053-064	Chainsword	385-397	Hate	718-730	Relic
065-077	Chill Blast	398-410	Howling	731-743	Resilience
078-090	Command	411-423	Hurling	744-756	Riposte
091-103	Cool	424-436	Illusion	757-768	Sanctity
104-116	Coward	437-448	Immunity	769-781	Savagery
117-128	Creature	449-461	Impunity	782-794	Screaming
129-141	Damage	462-474	Intelligence	795-807	Shrieking
142-154	Deathdealer	475-487	Lashing	808-820	Singing
155-167	Deathlust	488-500	Leadership	821-833	Skeleton Horde
168-180	Deflection	501-512	Levitation	834-846	Skeleton Summoning
181-192	Degeneration	513-525	Magic Absorption	847-859	Slacken
193-205	Disenchantment	526-538	Magic Destroyer	860-872	Sleep
206-218	Double Damage	539-551	Magic Force	873-885	Spell
219-231	Enchanted	552-564	Magic Reflection	886-897	Stealing
232-244	Enfeeble	565-576	Magic Thief	898-910	Strength
245-256	Entrancing	577-589	Might	911-923	Swiftness
257-269	Fade	590-602	Mighty Strike	924-936	Warp
270-282	Fear	603-615	Mindeater	937-949	Warrior Summoning
283-295	Ferocity	616-628	Non-flammability	950-962	Weaken
296-308	Fiery Blast	629-640	Parry	963-975	Will
309-320	Flame	641-653	Piercing	976-988	Wounding
321-333	Flight	654-666	Plague	989-000	Vampyre



CHAOS WEAPON PROPERTY DESCRIPTIONS

The term *blade* is used in the following descriptions because the majority of Chaos Weapons are swords. The *properties* described below can be applied to other close combat weapons if, for example, your favourite model is equipped with an axe rather than a sword.

001-013 ANIMATION

The blade may move and fight on its own, flying through the air to reach its opponents.

It must remain within 2D6"/4D6 yards of its bearer at all times. It need not be in sight while operating on its own. The blade has the following profile when fighting independently:

M	WS	S	T	W	A	I
4	4/41	4	4	3/17	3	6/60

014-026 BANISHMENT

The blade has been forged over a fire of burning bones and tempered in the blood of a Necromancer.

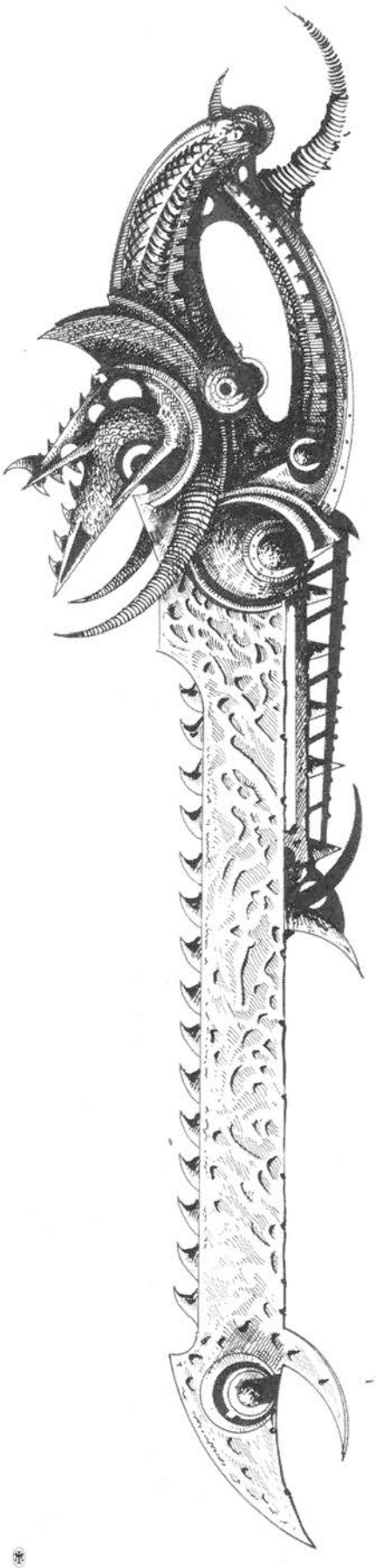
This process gives the bearer the ability to use the equivalent of one daemonic or necromantic *Dispel* of level D4 or below once per battle (**WFRP**: once per 24 hour period). This does not cost the bearer any *magic points*, or count as using the spell of the same name; only the effects are identical.

027-039 BEWITCHED

The blade has a malicious and evil personality of its own, and delights in leading its unworthy bearers into danger.

Roll 2D6/2D10+40 to determine its *Will Power*. At the start of each turn roll two D6/D10, one for the blade and the other for the bearer, and add the die roll to the respective *Will Power*.

If the blade's total is higher, it controls its bearer for the turn. The model is given to the opposing player or the GM for the remainder of the turn. They are free to use any of the powers or abilities of the bearer and the sword in any way they see fit.



On any other result the bearer controls his blade and may use it normally during the turn.

Roll again on this table to determine a second property for this blade.

040-052 BREATHE

The blade has a scaled surface and a sharkskin hilt. It grants its bearer the ability to breathe safely, even underwater. As a result the bearer is immune to all gas and similar attack forms including, for example, the *musk* of a Fiend of Slaanesh.

053-064 CHAINSWORD

The blade is a whirling machine of death and destruction, powered by some arcane and oily (if somewhat noisy) technology.

All attacks made with the blade have *Strength* 4 (rather than using the bearer's **S**), and cause one *Wound*. The opponent's *saving throw* is subject to a -1 penalty.

If the target's save is successful its armour is reduced in effectiveness. It has a -1 penalty to all saves from now on, ie a save of 5 or 6 becomes a save of 6. Alternatively, a non-magical shield (if the target has one) may be destroyed.

If the target is wearing magical armour of any type roll a D6; on a result of 6 it is similarly affected.

WFRP: One **AP** on the target location is ignored, and the armour in that area is permanently reduced by one **AP**. A shield may be destroyed instead.

065-077 CHILL BLAST

The blade is forged from a single splinter of eternal, unmelting ice. It can emit a blast of cold from its tip at any one target creature within 2D6"/4D6 yards during the *shooting phase*. This blast automatically hits its target, causing D3 **S**4 hits. Against undead targets the hits are only at **S**2.

078-090 COMMAND

The weapon is a magnificently polished battleblade, inscribed with dread runes, and the bearer is obviously a creature with a truly commanding personality. All friendly troops within 2D6"/4D6 yards may make *Leadership* rolls using the bearer's **Ld** characteristic rather than their own.

091-103 COOL

The blade increases its bearer's *Cool* (and **Cl** bonus) by 1/10 each, to a maximum of 10+3/100.

104-116 COWARD

The blade was flawed in its forging and appears discoloured and corroded. It will refuse to fight, unless the bearer makes a successful *Will Power* test at the start of the battle. If the bearer fails in this test he is not allowed to make any *weapon* attacks during the subsequent fighting.

Roll again on this table to determine a second property for this blade.

117-128 CREATURE

The blade has the mind and will of some creature bound into it. Often the creature has been used to quench the blade during its forging. As a result the blade has certain additional powers, depending upon the creature used in its construction.

Roll a D20 and consult the table below for the properties of the *Creature* blade:

D20	Blade type
1-2	Cockatrice
3-5	Dragon
6-8	Minotaur
9-11	Skeleton
12-14	Spider
15-17	Troll
18-20	Wraith

Cockatrice: The blade has been forged from the warped and solidified tail of a Cockatrice, and its pommel is made from the skull of the same beast.

All hits caused by the blade do no normal damage. Instead the target must make a *magic saving throw/magic* test. If this is failed the target is petrified and slain. Creatures over 10 feet tall should not be removed from the battlefield, but left in place as an obstacle to the movement of other models. The blade also causes *fear* in creatures under 10 feet tall.

Finally, on a result of 4, 5 or 6 on the roll of a D6 the blade also confers the power of flight, with the same profile as a *Dragon* blade (below).

Dragon: This blade has been carved and beaten from a single scale of a Dragon, tempered in the Dragon's spittle.

The blade can breathe fire, with a range of 3D6", causing 1D6 automatic hits, each of *Strength* 4 (5 against flammable targets). The blade also allows its bearer to fly with the following profile:

Maximum Speed: 4D6"
Minimum Speed: D4-1"
Acc/dec: D6"

WFRP: The bearer may fly as a *swooper.*

Minotaur: The blade has been forged on an anvil of Minotaur skulls, and quenched in a pool of blood.

The blade penetrates armour easily, and opponents have a -1 penalty to any *saving throws*.

The bearer of the sword is subject to *blood-greed*. After any opponent has been routed or killed the bearer must make a *Cool* test or fall upon the bodies of the fallen and feast for the remainder of the turn. The bearer can do nothing else while eating the dead. This *Cool* test is repeated at the start of every subsequent turn. Only when it is successful does the bearer's feast come to an end.

Skeleton: The blade has been forged from a fused Human vertebrae, bound into a single mass by arcane sorceries. It is edged with the teeth of innocents.

The blade causes *fear* in all living creatures, although those with T7 or more have a +2 bonus to the test.

The bearer of the sword is immune to all *psychological* effects, and *poisonous* attacks do not receive a normal +1 bonus to their *Strength*.

Spider: The blade has been quenched in the venom of thousand spiders, and bound with silk during its repeated temperings.

The blade is *poisonous*, giving a +1 *Strength* bonus, and a -1 penalty to any *saving throw* made by a target.

If the bearer is attacked by fire or comes within 4"/8 yards of a fire he must take a *panic* test. He is immune to all other *psychological* effects.

Troll: The blade has been deeply etched with Troll blood, and its edge repeatedly tested by being thrust into a still living Troll.

The blade can spurt digestive acids over an opponent once per battle. This causes one automatic *Strength* 5 hit, which ignores all armour and causes D3 *Wounds*.

WFRP: The blade can use its power once per 24 hour period. The acid causes D3 *Strength* 10 hits. Armour offers no protection, and non-magical armour and weapons are ruined.

Wraith: The blade has been heated over a fire of grave dust and gibbering souls, and quenched in a living Human.

The blade has an automatic *chill* attack; any hits cause one *Wound*, and no damage roll need be made. A *saving throw* is allowed.

WFRP: The blade drains one point of the target's *Strength*. Creatures reduced to zero *Strength* are slain.

The blade also causes *fear* in living creatures.

Other types of *Creature* blades are possible, and you should feel free to invent your own.

129-141 DAMAGE

The blade causes D4 *Wounds* when it hits the target. No *saving throw* is allowed, unless wearing magical or Chaos Armour.

WFRP: Ignore *armour points* (unless magical) and calculate damage caused as normal, then multiply by D4.

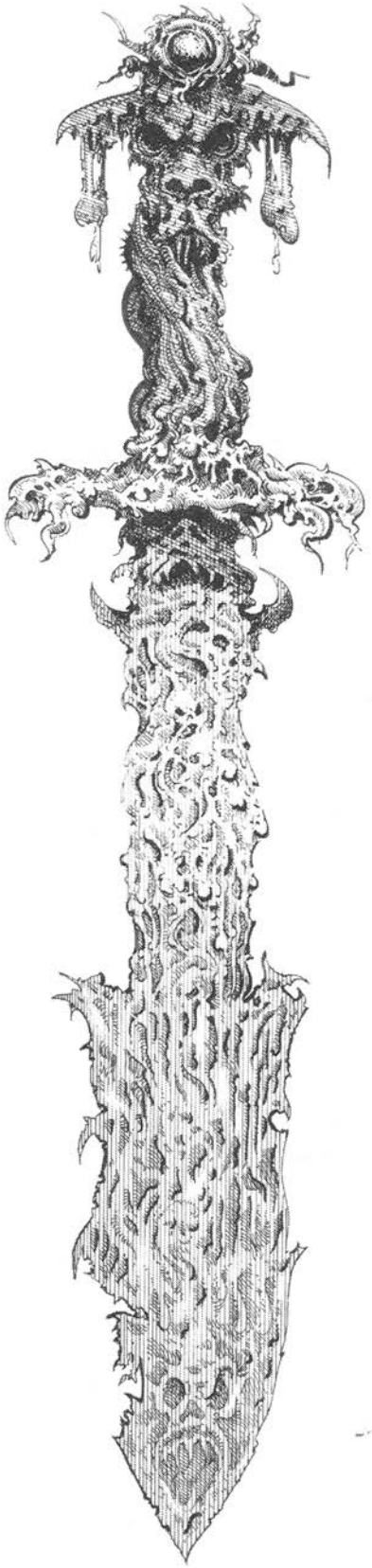
142-154 DEATHDEALER

The blade has been partly quenched in the blood and spirit of some creature, giving it a desire to endlessly quench its inner fire in more of the same blood. As a result, the blade can strike down one specific type of creature, destroying its mind and personality as well as its body.

When an appropriate target is hit by the blade it dissolves into a small heap of dust and is instantly slain. Roll a D100 and consult the table below for the type of creature affected:

D100	Result
01-04	Beastmen, including Minotaurs and other sub-varieties of Beastmen
05-08	Creatures of Chaos, including Chaos Spawn
09-12	Daemons. Roll a D6; on a 1, 2, 3 or 4 the blade only has its devastating effect against Lesser Daemons. On any other result it works against all of Daemonkind
13-16	Dragons
17-20	Dwarfs
21-24	Elementals
25-28	Elves
29-32	Fimir
33-36	Giants
37-40	Gnomes
41-44	Goblins
45-48	Heroes: any creature which has a profile above its standard racial type
49-52	Humans
53-56	Lizardmen
57-60	Mortal Chaos followers, again including Chaos Spawn
61-64	Ogres
65-68	Orcs
69-72	Skaven
73-76	Slann
77-80	Trolls
81-84	Undead
85-88	Werecreatures
89-92	Wizards, sorcerers and other similar spellcasters
93-96	Zoats
97-99	Creatures of a Good Alignment
00	Creatures of a Lawful Alignment

Against other creatures the blade can strike and damage opponents who are immune to non-magical weapons, but has no other properties.



155-167 DEATHLUST

The blade was heated in the fire of a burning heart, and desires only to taste its opponent's heartsblood. It grants the bearer a +1/10 bonus on his damage rolls when making attacks with the blade.

168-180 DEFLECTION

The blade been forged of light and airy metal, and it allows the bearer to deflect a number of missile attacks equal to his *Weapon Skill* in each *missile phase*/round.

The decision whether or not to deflect a missile need only be taken after the *to hit* die has been thrown for the attack.

181-192 DEGENERATION

The blade has a rotten and putrescent appearance, having been forged from corruption and foulness made solid. Whenever it hits an opponent it leaves a little of its substance in the wound.

Any target which takes a *Wound* from this blade must roll a D6 at the start of each following turn (**WFRP**: D6 rounds). On a result of 6 the victim loses another 1/5 *Wounds*. The *Degeneration* can only be halted by a *Cure Severe Wounds* spell.

Victims of this property can be indicated by a small marker placed next to the figure.

193-205 DISENCHANTMENT

The blade is a bane to all magic-using creatures, tipped with runes and arcane symbols.

The blade reduces its target's *magic points* or *daemonic power points* (if any) by D6 each time it hits. No *Wound* need be caused, but the target may make an *armour saving throw* against the blade's effect.

Drained *magic points* may be added to those of the bearer.

206-218 DOUBLE DAMAGE

The blade has been magically sharpened, and enchanted so that it twists and turns within a wound.

Each hit caused by this blade allows two rolls for damage.

WFRP: Roll a D6 twice for damage, adding the bearer's *Strength* to, and subtracting the target's *Toughness* from, each die roll.

219-231 ENCHANTED

The blade is enchanted and finely made, carved with runes along its spine and etched with scenes of battle. It can strike and damage opponents who are immune to non-magical weapons but has no other *properties*.

232-244 ENFEEBLE

The blade reduces its target's *Toughness* by one each time it hits. No *Wound* need be caused, but the target may make an *armour saving throw* to avoid the blade's effect. If *Toughness* is reduced to zero the target is dead.

245-256 ENTRANCING

The blade has been polished to a impossibly bright finish and now has a dazzling and hypnotic effect. All enemy models within D6"/2D6 yards of the blade's bearer are subject to *stupidity* unless they can make **WP** tests to avoid looking at it. *Will Power* tests must be made at the start of every turn to avoid or escape the blade's entrancing effect.

257-269 FADE

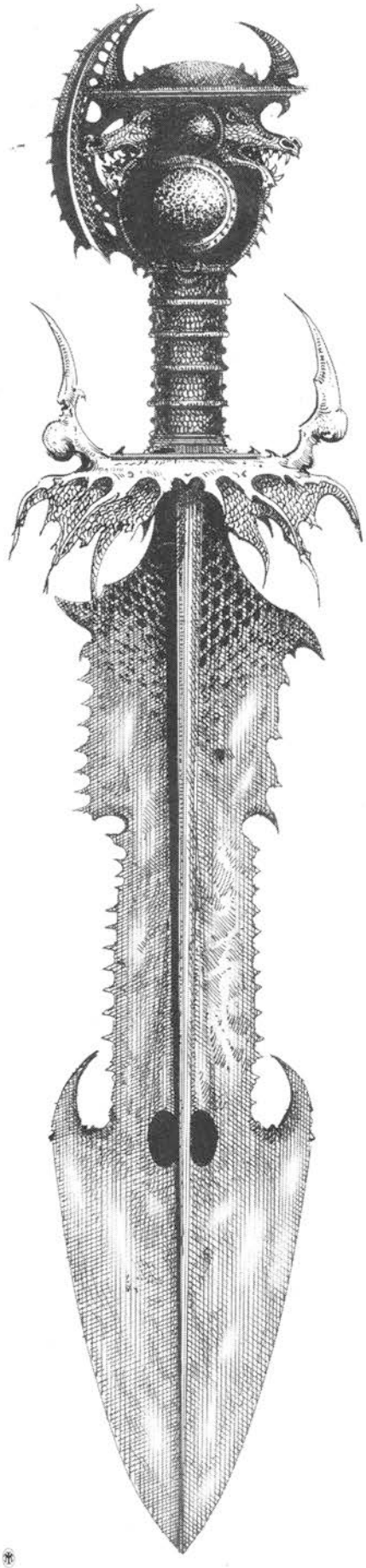
The blade is made from grey metal, which appears to dissolve at times into no more than a wisp of smoke or mist.

It causes those it strikes to become insubstantial and eventually fade away. Whenever the blade hits, reduce all the target's characteristics by one (**WFRP**: five in the case of percentage characteristics). At the start of each subsequent turn/D6 rounds roll a D6; on a result of 4, 5 or 6 the target's characteristics are reduced again by a similar amount.

As this fading continues the victim becomes increasingly nonexistent and loses touch with reality. As a result 'reality' can affect the victim only to a lesser degree and all the victim's saves receive a +1/10 bonus. This is increased by 1/10 for each time that fading has occured.

When any one characteristic drops to zero or below the victim fades completely and vanishes, washed out of reality into the never-ending Void of Chaos.

Victims of the blade's fading property can be indicated by a small marker placed next to the figure.



270-282 FEAR

The blade is subject to *fear* of one group of creatures, which it passes on to its bearer. In addition, when it is in combat against such creatures, no *weapon* attacks are possible, although the bearer may use other attack forms (if any).

Roll a D100 and consult the table below to determine the object of the blade's *fear*:

D100	Result
01-04	Beastmen, including Minotaurs and other sub-varieties of Beastmen
05-08	Creatures of Chaos, including Chaos Spawn
09-12	Daemons. Roll a D6; on a 6 the blade *fears* all Chaos Daemons. On any other result it *fears* the Daemons of the opposing Power of Chaos, eg Khorne blades *fear* all the Daemons of Slaanesh
13-16	Dragons
17-20	Dwarfs
21-24	Elementals
25-28	Elves
29-32	Fimir
33-36	Giants
37-40	Gnomes
41-44	Goblins
45-48	Heroes: any creature which has a profile above its standard racial type
49-52	Humans
53-56	Lizardmen
57-60	Mortal Chaos followers. Roll a D6; on a 6 the blade *fears* all Chaos followers. On any other result it *fears* the followers of the opposing Chaos power, eg a Slaaneshi blade *fears* Khorne's mortal followers
61-64	Ogres
65-68	Orcs
69-72	Skaven
73-76	Slann
77-80	Trolls
81-84	Undead
85-88	Werecreatures
89-92	Wizards, sorcerers and other similar spellcasters
93-96	Zoats
97-99	Creatures of a Good Alignment
00	Creatures of a Lawful Alignment

Providing it does not *fear* them, the blade can strike opponents who are immune to non-magical weapons but has no other properties.

283-295 FEROCITY

The blade is forged from the armour of a fallen Champion of Chaos and allows its bearer to make an extra *weapon* attack (bearer's **A**+1).

296-308 FIERY BLAST

The blade has been forged from a single flame, bound into a flickering blade of black iron. It can emit a fiery blast from its tip at any one target creature within 2D6"/4D6 yards during the *shooting phase*. This blast automatically hits its target, causing D3 **S**3 hits. Against flammable targets the *Strength* of the blast is increased to four. No *saving throw* for armour is allowed.

WFRP: *Armour points* are ignored.

309-320 FLAME

Never having been quenched, the blade has been enchanted to retain the heat of its forging. It bursts into flame when drawn, causing *panic* in some creatures (ie those listed as subject to *panic* in the presence of fire - wolves, for example). It has a +1 *Strength* bonus against *flammable* targets.

321-333 FLIGHT

The blade's hilt or handle is carved from swan's bones and it allows its bearer to fly with the following profile:

Maximum Speed: 4D6"
Minimum Speed: D4-1"
Acc/dec: D6"

WFRP: The bearer may fly as a *swooper.*

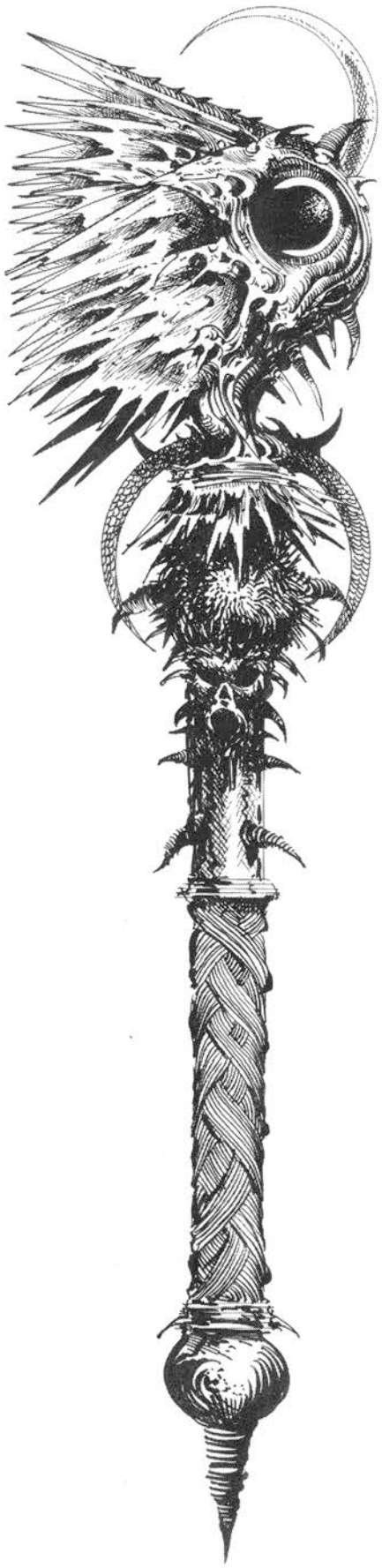
WH40K: Turn radius ratio: 1.

334-346 FREEZE

This blade of jagged and splintered steel has been forged on an anvil of ice, unheated in an unflame of frost and quenched in a pool of fire. Roll a D6 when a living creature suffers damage from a blow made with this blade. On a roll of 2 or more the victim is automatically killed. The victim is not entitled to a *saving throw.*

347-359 FRENETIC

The blade allows the bearer to use his *Weapon Skill* as the number of *Attacks* he can make with it. The first of these attacks is made with the bearer's **WS**, but subsequent attacks are made with a cumulative -1/-10 penalty to the bearer's *Weapon Skill*; ie the first attack is at the bearer's full **WS**, the second at **WS**-1/-10, the third at **WS**-2/-20, the fourth at **WS**-3/-30, etc.



360-372 GLITTERING

The blade has been magically polished to a perfect finish, and the dazzling reflections it causes reduce any opponent's *Weapon Skill* by D4/D4x8, to a minimum of one.

373-384 HACKING

The blade has a jagged edge, and has been enchanted so that it repeatedly lunges in and out of wounds. As a result it causes D6 *Wounds* to living creatures.

WFRP: Calculate damage in the normal way, then multiply by D6.

385-397 HATE

The blade has been forged upon the mind and soul of a creature, and is now subject to *hatred* of that type of beast. It passes this irrational feeling on to its bearer.

Roll a D100 and consult the table given under *270-282 Fear* (above) to determine the subject of the blade's hatred. Treat all references to *fear* on that table as references to *hatred*. When used against such creatures it grants *two* attacks for every one *weapon* attack the bearer would normally be able to use.

Even if it does not *hate* them, the blade can strike opponents who are immune to non-magical weapons. It has no other properties.

398-410 HOWLING

The blade emits a dirge-like and unearthly howling, which is deeply disheartening to any enemies unfortunate enough to hear it. All living enemy creatures within 6"/12 yards are subject to *fear.*

The sword of the Knight of Chaos was placed upon the anvil, and the smith rained many mighty blows upon it, and yet no mark did show upon the blade. It was thrust into the heart of the furnace, and when it was brought forth, the smith did not smite the blade once more with all the skill of his craft, now upon the edge, and still no

411-423 HURLING

The blade may be hurled at an opponent up to 2D6"/4D6 yards away during the *shooting phase* using the bearer's *Ballistic Skill* and *Strength*.

If the attack is successful the blade automatically returns to its bearer's hand. If the attack misses (ie the *to hit* roll is a failure) the target may catch the blade by making an *Initiative* test. The target can then use the blade on subsequent turns.

424-436 ILLUSION

The blade is carved with runes and its pommel is made from the skull of an Illusionist. Its bearer is granted an illusionary appearance which hides his true nature. A completely different (even inappropriate) model may be substituted for the bearer's model on the table top.

Any psychological effects caused by the bearer are ignored until the blade is used in combat. The sham appearance is then dropped for the remainder of the battle.

437-448 IMMUNITY

The blade has been quenched in the blood of brave and noble men, and increases its bearer's *Toughness* by +D3, up to a maximum of 10.

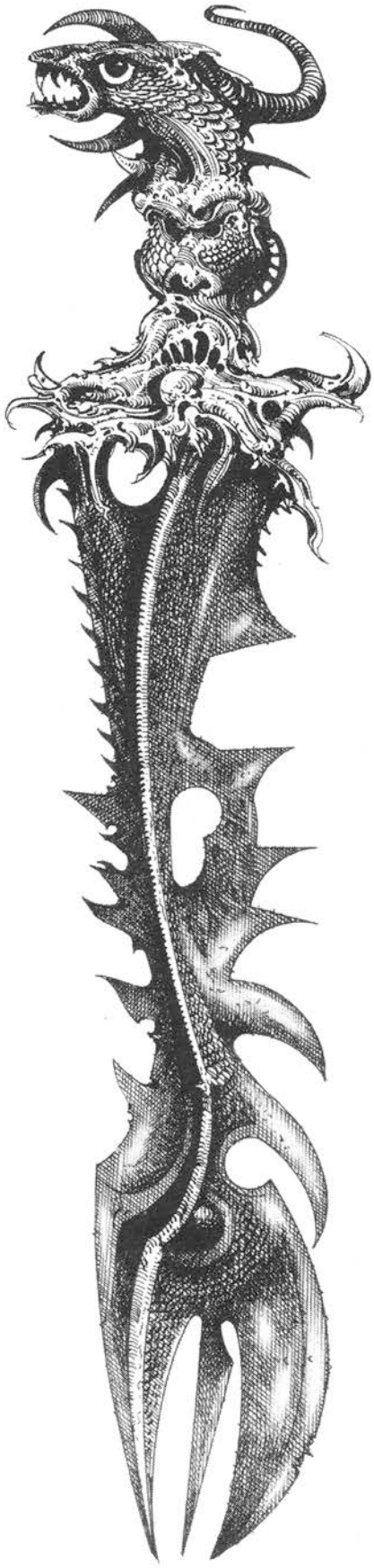
449-461 IMPUNITY

The blade's pommel and hilt are made from the still-living heart and ribs of a failed servant of the Chaos gods. The blade increases its bearer's *Wounds* by 1/5.

462-474 INTELLIGENCE

The blade has been forged between two scholarly skulls, and tempered in flames of burning books of forbidden lore. It increases its bearer's *Intelligence* (and **Int** bonus) by 1/10 each, to a maximum of 10+3/100.

mark did show upon the blade. My scribe did chance to prick himself upon his small knife, and but a single drop of blood fell on the anvil, onto the cursed blade that lay there. At this a great rune shone forth, redder than the heart's blood, and darker than night. The evil sword did pulse and sing upon the anvil, and all fled in fear of the dire thing.



475-487 LASHING

The blade is cast from living metal, and cunningly wrought into the form of a snake or tongue. It may be used to attack an opponent up to 2D6"/4D6 yards away during the *combat phase*. The blade lashes out to its full extent, makes an attack, and then returns to its original length and shape.

The target is entitled to make an *armour saving throw* against the blade's attack, but cannot attack the bearer, unless allowed to do so by his own magic blade or a suitable Chaos attribute.

488-500 LEADERSHIP

The blade has the undying spirit of a mighty mortal warrior bound within it. As a result it increases its bearer's *Leadership* (and **Ld** bonus) by 1/10 each, to a maximum of 10+3/100.

501-512 LEVITATION

The blade is suffused with magical power and the ashes of a mutant with the power of levitation. It allows its bearer to float up or down D6"/2D6 yards per turn, but confers no power of sideways movement.

513-525 MAGIC ABSORPTION

The blade is forged from the wattle-spine of a Fleshhound of Khorne, bound with black iron and brass and quenched in the spittle of a wizard.

It absorbs any spell cast against its bearer, and the spell therefore has no effect. The spell is, however, retained within the blade, and the bearer may release it (at no cost in *magic points*) during a subsequent *magic phase*.

Only one spell may be retained within the blade at one time, but a currently held spell may be supplanted by a second spell at the bearer's discretion.

526-538 MAGIC DESTROYER

If this rune-carved blade scores a hit against a creature carrying one or more magical items roll a D6. On a result of 5 or 6 all the magical properties of one of the target's magical items are destroyed. If the target has more than one item randomly determine the object which is affected.

539-551 MAGIC FORCE

The blade (a forcesword) pulses with power and is highly attuned to the flow of magical energy. The bearer can expend *magic points* (if he has any) to increase the strength of a blow from the sword. Each *magic point* expended adds +1 to the *Strength* of the blow, and also reduces the target's *saving throw* by -1.

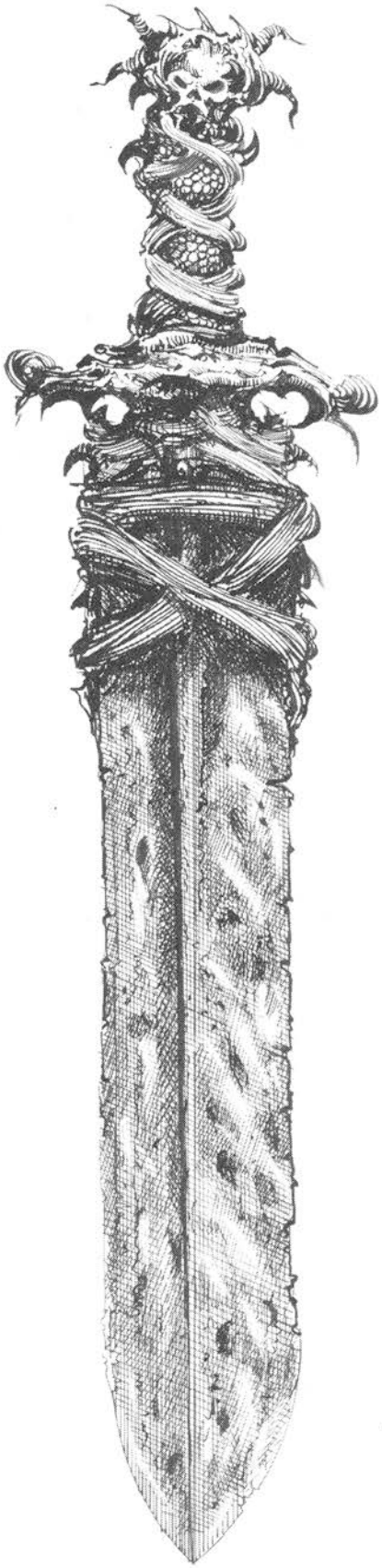
552-564 MAGIC REFLECTION

To the uneducated eye the blade is crudely made, poorly finished and rusty. To any form of magical power it is, however, the most perfect of mirrors.

The blade can reflect any spell cast at its bearer back at the wizard who cast it. The spell is only reflected back if the bearer manages to roll under his *Weapon Skill* on 2D6. The spellcaster suffers the full effects of a reflected spell, although he is entitled to a *magic saving throw* if this is normally the case.

565-576 MAGIC THIEF

If a hit is scored against a creature carrying a magical object this blade can steal the properties of the target's magic item. Roll a D6; on a result of 5 or 6 the blade drains all powers from the target item, but those same powers pass into the blade for the remainder of the battle (**WFRP**: 24 hours), and may be used by the bearer. If the target has more than one item, randomly determine the object which is affected.



577-589 MIGHT

The blood-red blade pulses with a life of its own, and bleeds whenever it is parried. However, the bearer's *Strength* is increased by three when making attacks with this blade (to a maximum **S** of 10). The *Strength* of any other attacks made by the bearer is unaffected.

590-602 MIGHTY STRIKE

This dull and unsharpened blade is forged from a single rib-bone of a Daemon.

It allows the bearer to make one S10 hit during a single battle (**WFRP**: within a 24 hour period). The bearer decides to use this ability after he has actually hit a target but armour is taken into account.

603-615 MINDEATER

This bone-like blade has an insatiable hunger for the thoughts and feelings of those it hits.

The blade causes no physical damage when it hits a target, ie no *Wounds* are inflicted. Instead the target's **Ld**, **Int**, **Cl** and **WP** are reduced to zero.

The target becomes subject to *stupidity* immediately, and loses all skills.

616-628 NON-FLAMMABILITY

The blade has a hilt and pommel carved out of solidified tears from a writhing victim of the Chaos fires and tormenting Daemons.

It confers on its bearer an immunity to all fire based attacks, including *Fire Ball* spells, and Dragon breath.

629-640 PARRY

The blade has been created by a weapon master. It may automatically stop one or more opponents' attacks from hitting its bearer. The decision whether or not to parry a blow need only be taken after the *to hit* die has been thrown for the attack.

For each blow that is parried the blade 'uses' one of its bearer's *Attacks*. An attack which has been used to make a parry cannot be used as an attack during the same *combat phase*.

641-653 PIERCING

The blade hungers for the lifeblood of its opponents, and refuses to be deflected from this purpose.

Creatures wearing non-magical armour have no *saving throw* against any damage caused by this unnaturally sharp blade.

654-666 PLAGUE

The blade is infected with a hideous Chaos-warped disease. During its forging, tempering and quenching, diseased mutants were used to test the blade's edge, and its metal is tainted as a result.

Blades originally received by Nurgle's followers are infected with *Nurgle's Rot* (see **The Lost and the Damned**). For blades of other Chaos Powers roll a D6 and consult the following table to determine the *Plague* blade's effects. Whenever the blade hits an opponent in hand to hand combat it may pass on its infection. No damage need have been caused by the blade. The target makes a *Toughness* test, and if this is failed the effects of the plague are applied immediately.

D6 Plague

1 **The Shakes**
The plague causes terrible shaking fits, so that its victim can no longer control muscles and limbs properly. Reduce **WS** by 1/10 and **A** by 1.

2 **Eye Rot**
The plague causes the victim's eyes to swell and distend, growing large and bulbous with retained fluid. Reduce the victim's **BS** by 1/10.

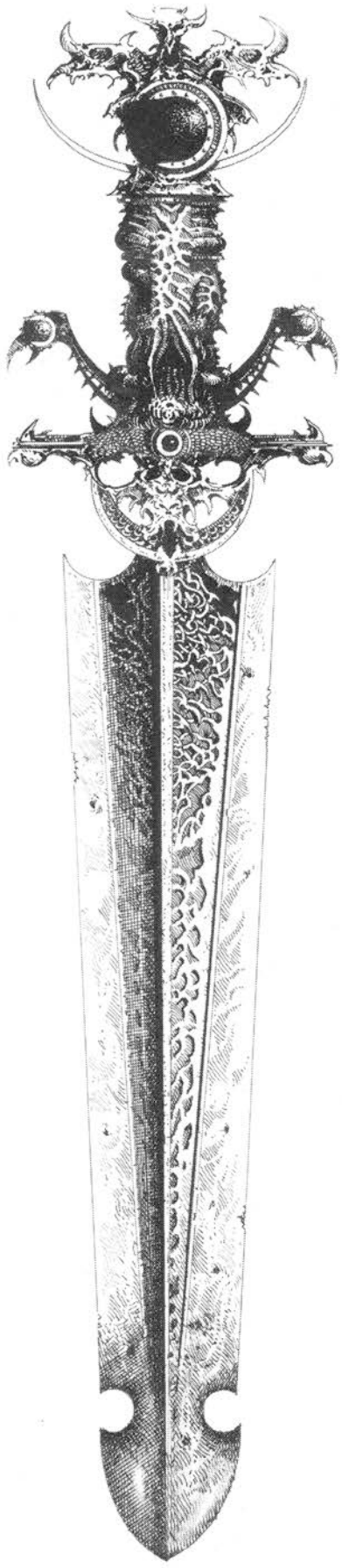
3 **Creeping Buboes**
The plague covers the victim's limbs in foul ulcers and leprous sores. These restrict movement and cause great discomfort. Reduce the victim's *Move* by one, and **I** by 1/10.

4 **Bone Ague**
The plague changes the victim's bone structure, causing a wild uncontrollable growth in some bones, and a withering inner rot in others. Reduce **S** and **T** by 1 each.

5 **Grey Fever**
The plague causes the victim's brain to waste and eventually dry out. This, in turn, brings senility and dementia. Reduce the victim's **Int, Ld, Cl** and **WP** by 1/10 each.

6 **Green Pox**
The plague causes the victim to break out in hideous green spots and pimples. As the pox takes its toll and the infection spread the victim grows thinner and weaker. Reduce **Wounds** by 1/5.

At the end of every battle (**WFRP**: 24 hours) any survivor with a plague must make a further *Toughness* test. If this is failed the plague effects are applied again. No characteristic can drop below one as the result of one of these plagues.



667-679 POISONOUS

The metal of the blade is tainted and *venomous* as a result of its quenching in poison and bile. Blows struck with this blade have a +1 *Strength* bonus. No *Strength* can be raised above 10 by this blade's property.

680-692 POWERSWORD

This blade is a technological and anachronistic marvel: a weapon of pure energy seemingly drawn from the heart of a star. All attacks made with the blade have *Strength* 5 (rather than using the bearer's **S**), and cause one *Wound*. The opponent's *saving throw* is subject to a -1 penalty.

WFRP: One **AP** on the target location is ignored.

693-704 PROTECTION

The blade allows its bearer to prevent any one type of creature from moving closer than 3"/6 yards away from him. The blade's bearer is similarly prevented from moving closer to the prohibited creature.

The creature being banned from the bearer's immediate presence must be of a specific type: Elf, Goblin, Skeleton, Daemonette etc. Only one creature type may be held at bay during a single battle (**WFRP**: 24 hours). The creature type is determined by the user, once per battle. Such creatures cannot attack the blade's bearer in hand to hand combat, but they can still use missile weapons.

705-717 RANDOM

The blade is highly unstable, tinged with the raw stuff of Chaos and with a pommel of warpstone. Roll six times on this table and note down the results. At the start of each turn (**WFRP**: after D6xD6 rounds) roll a D6 to determine which of its random properties the blade manifests. The property the blade gives to its bearer is in effect for that turn only, though it may be repeated during the next turn as a result of the next die roll on the *Random* table.

718-730 RELIC

The blade has been made from, or immersed in, the blood or powdered bones of a profoundly good and noble creature of high standing.

The blade either confers a +D3 *to hit* or causes D6 *Wounds* (but not both) when used against certain types of creatures (**WFRP**: calculate damage normally, and then multiply it by D6). The decision as to which of the *Relic's* properties to use can be made by the bearer each time it is used.

Roll a D6; on a result of 1 or 2 the Relic is effective against undead creatures. If the result is 3, 4, 5 or 6 the blade has been made to destroy Daemonkind. The blade will use its properties against all types of undead or Daemomic beings (depending on which it is effective against).

Finally, the blade is incapable of attacking creatures of a Good of Lawful alignment. If the bearer uses it to strike at such a target he will be paralyzed for the remainder of the battle (**WFRP**: 24 hours).

Against other creatures the *Relic* can strike and damage opponents who are immune to non-magical weapons but has no other properties.

731-743 RESILIENCE

The blade is incredibly strong, made of fine, unflawed metal. It increases its bearer's *Toughness* by 1, to a maximum of 10.

WFRP: the bearer gains an additional bonus of +10 for *disease* tests.

744-756 RIPOSTE

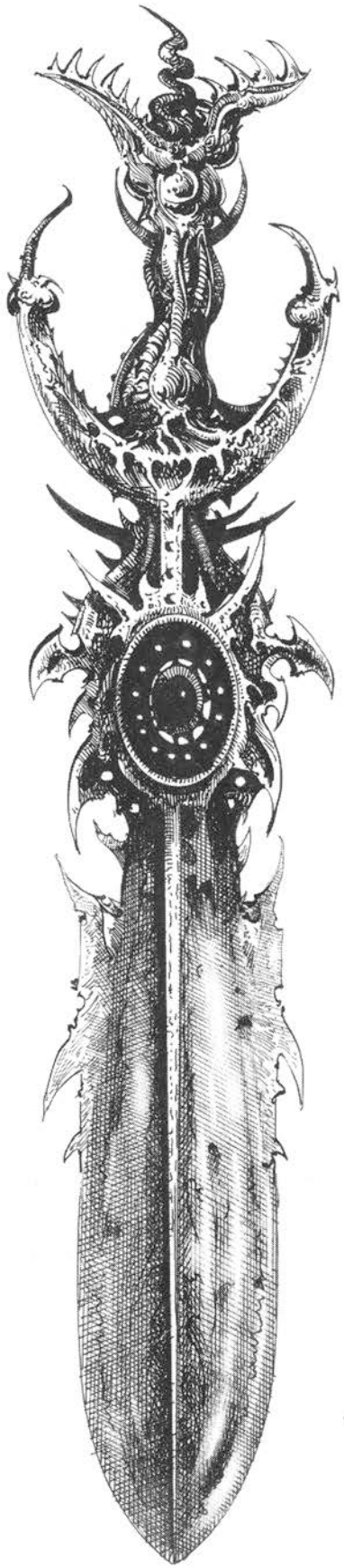
The blade is crafty in all the tricks and techniques of battle, having been crafted by a weapon master who whispered his secrets into the raw metal. It may automatically stop an opponent's attack from hitting its bearer, without using any of its bearer's *Attacks*.

The decision whether or not to parry a blow need only be taken after the *to hit* die has been thrown for the attack.

757-768 SANCTITY

The blade has been forged from the despair of those unable to die, and washed in the prayers of those afraid of death. It has great power against undead and ethereal creatures, destroying any within 3″/6 yards at the end of the bearer's *movement phase* (**WFRP**: the current round).

Undead heroes may retreat out of range, but if they are unable or unwilling to do so they are also destroyed.



Finally, undead heroes, skeletal Champions of the Chaos and the like, within 12″/24 yards of this blade are aware of its presence and its destructive power. The player controlling such models should be told of the blade's property and which model is carrying it when the undead models come within 12″/24 yards of the bearer.

769-781 SAVAGERY

This bloody-minded blade has been quenched in the blood and soul of a beast or insane Human.

The blade grants its bearer an extra D3 *weapon* attacks (bearer's **A**+D3).

782-794 SCREAMING

The blade shrieks a song of hate and despair which unmans any who are within 12″/24 yards.

All living enemy creatures who hear its song are subject to *fear* +1/*terror.*

795-807 SHRIEKING

The blade has been washed in the tears of young children and women. The bearer can command the blade to voice a terrible keening shriek, which is agonising to all who can hear it. On a turn during which this noise can be heard all living creatures (friends and enemies) within 12″ must take a *panic* test.

The bearer is unaffected by the blade's shrieking.

808-820 SINGING

The blade emits a siren-like song that attracts all enemies who hear it.

Anyone within 12″/24 yards who fails a *Will Power* test must move into base-to-base contact with the bearer (or move as close as possible) and then stand in rapture, listening to the sword's song. Victims who are trapped by the song cannot move, attack or defend themselves.

The song's effects last until the listeners make a successul **WP** test.

Stand forth, Servant. The Sword you carry has been smelted in the heat of your anger, forged upon your desire, tempered in your hate, quenched in your soul, polished with your loyalty, furnished with your bones and skin, tested in your hand, and borne in my name. You Slave, are mine, as much as the Blade...

821-833 SKELETON HORDE

The blade is bound with necromantic runes and symbols to trap its slain victims in servitude to its bearer.

Each time the blade kills an opponent the model is removed from the table and replaced by a Skeleton. The new Skeleton model has a standard profile (see **WFB** p260, **WFRP** p250), and should be placed on the table so as to conform with the rules about unit formations (see **WFB** p44). The blade's bearer is the unit leader, and must be positioned as such. Further models killed by the blade join the unit, but models killed by Skeletons in the bearer's unit do not in turn become Skeletons.

The unit of one or more Skeletons will fight for the blade's bearer for the remainder of the battle (**WFRP**: 24 hours), then crumble into dust.

834-846 SKELETON SUMMONING

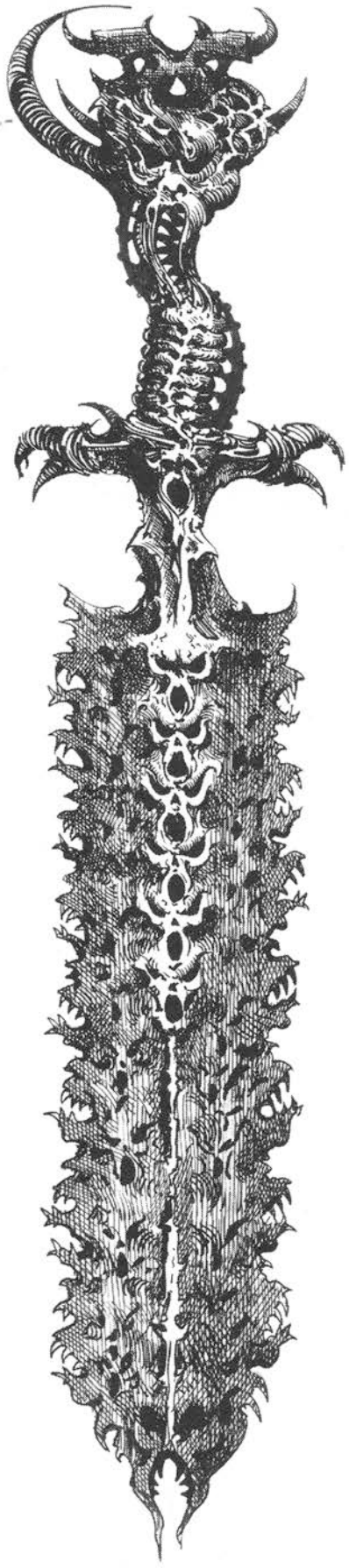
The blade is made from fused bones and baked sinew, polished to a razor edge and painted with runes of blood.

Once in every battle the bearer of the blade may summon the souls of those the sword has slain during any *magic phase*. A unit of 2D6 Skeletons with standard profiles appears within 3" of the blade's bearer. These skeletons will follow the orders of their summoner for D6 turns/D6xD6 rounds, and then vanish.

Even if the skeletons are destroyed a full complement will appear on the next occasion when they are summoned.

847-859 SLACKEN

The blade has been infused with the essence of a stolen soul of a sleeping old man, and forged upon the back of an indolent youth. It reduces its target's *Initiative* by 1 each time it hits. No *Wound* need be caused, but the target may make a *saving throw*. If the target's *Initiative* is reduced to zero it is *paralyzed*, and can carry out no further actions for the remainder of the battle (**WFRP**: the paralysis is permanent).



As he took up the blade, a despairing groan was torn from deep inside and anguish masked his features. A single tear fell and turned to ice upon the gleaming steel. The moment passed and he straightened, thrusting high the sword as if to pierce the vaulted skies above. And with his scream of triumph he was enslaved.

860-872 SLEEP

This blade is forged from darkness and the mindless whispers of Daemons. It may cause a single model within 4"/8 yards to 'fall asleep' for D6 turns/D6xD6 rounds. The victim can do nothing but quietly snore for this period, and cannot be awoken.

If the target has an *Intelligence* of 5/18 or more, it is entitled to make a *Will Power* test to avoid falling asleep.

873-885 SPELL

The blade is strangely worked, and has the mind of a wizard trapped within it. It can cast at least one randomly determined spell. Roll a D4 to determine the *magic level* of the most powerful spell the blade can cast. It can also cast one spell of each level below the one generated.

Randomly generate one spell of each level that the blade can use. It can cast each spell once per battle, during any of the bearer's *magic phases*. No *magic points* are expended to cast these spells.

886-897 STEALING

The blade has been heated over a fire of starving souls, and its edges worked into a thousand tiny mouths, each biting and chomping at the air.

Every time this blade causes a *Wound* the bearer may select a characteristic from the target's profile and reduce it by 1/5. This 'stolen' characteristic value is then added on to the bearer's profile for the remainder of the battle (**WFRP**: 24 hours).

898-910 STRENGTH

The blade pulses with an unclean life of its own, and reverberates with the beating of a heart deep within its foul metal.

Part of its unnatural vitality is passed on to its bearer, whose *Strength* is increased by 1.

911-923 SWIFTNESS

The blade is made of the lightest of all metals, pierced through with holes, and carved with airy symbols and runes.

It increases it's bearer's *Initiative* by +D10, to a maximum of 10 (**WFRP**: +D100, to a maximum of 100).

924-936 WARP

The blade is tainted with the mark of Chaos. Its metal is filled with roiling Chaos-stuff that moves and changes beneath the surface, showing now one distorted reflection, now another.

Each time the blade hits an opponent it induces D3 *Chaos attributes* in its target. No damage need be caused for the blade to have its warping effect, but the target is entitled to a *saving throw.*

These should be generated randomly using the *Personal Attribute Table* in *The Mark of Chaos* (p113), and the effects applied to the target. This may result in a creature in a unit receiving *personal*, rather than *dominant*, attributes. If this occurs the figure should no longer be treated as part of his unit, but as a separate, minor character model.

If the victim of the blade's warping power is killed by the same stroke there is no need to determine the nature of his final mutations. He simply sprouts tentacles, eye-stalks, extra limbs and the like and then dies.

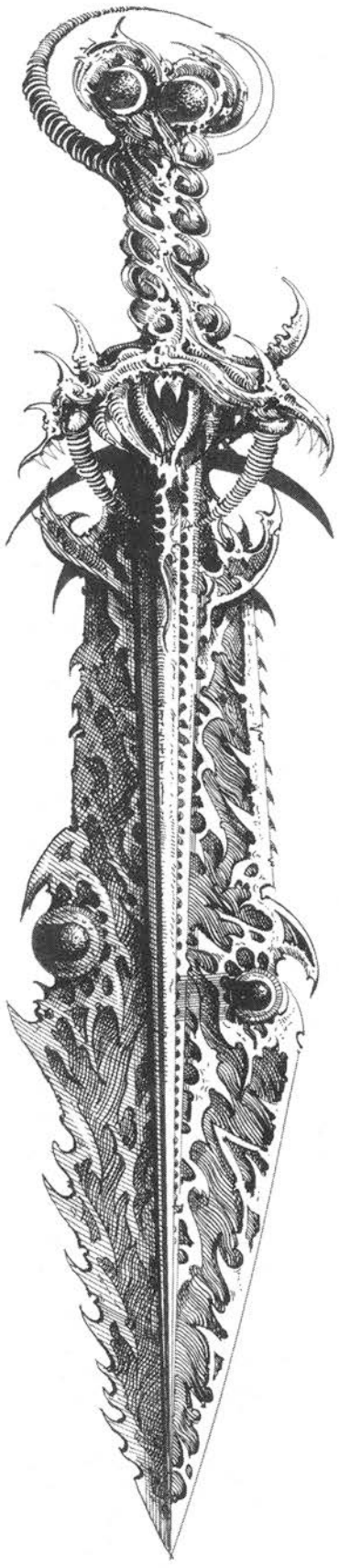
Use of this property for blades can slow down a game considerably while profiles and abilities are modified. You may wish to re-roll on this table for another property.

937-949 WARRIOR SUMMONING

The blade has been washed with the blood of many warriors, and quenched in their living hearts. These undying warriors are bound to an eternity of service to this dark blade.

Once during every battle the bearer of the blade may summon the servants of the sword. This can happen during any *magic phase*. A group of D6 Humans, with standard profiles and wearing Chaos Armour appear within 3"/6 yards of the blade's bearer. They are armed with enchanted blades which, other than being able to hit creatures immune to non-magical weapons, have no special powers. These warriors will serve their summoner for D6 turns/D6xD6 rounds, and then vanish.

Even if the warriors are killed, a full complement of troops will appear next time they are summoned.



950-962 WEAKEN

The blade hungers for the life-force of living creatures, and cannot be satisfied no matter how much it is fed.

It reduces its target's *Strength* by one each time it hits. No *Wound* need be caused, but the target may make a *saving throw.* If the target's *Strength* is reduced to zero it dies.

963-975 WILL

The blade was cold-forged and has an unearthly intensity of purpose and will as a result. Its inner fire drives it ever onwards, and drives its bearer in the same manner.

The blade increases its bearer's *Will Power* (and **WP** bonus) by 1/10 each, to a maximum of 10+3/100.

976-988 WOUNDING

The blade writhes within a wound that it causes, drinking in its opponent's suffering as it does so.

Instead of causing only one *Wound*, the blade causes D3 *Wounds* each time it damages an opponent (**WFRP**: calculate *Wounds* as normal, and then multiply by D3).

989-000 VAMPYRE

The blade has an unquenchable thirst for warm blood, having been forged from bloodstained iron, quenched in blood and polished with dried blood. Its entire purpose is the letting of more blood; nothing else satisfies its craving.

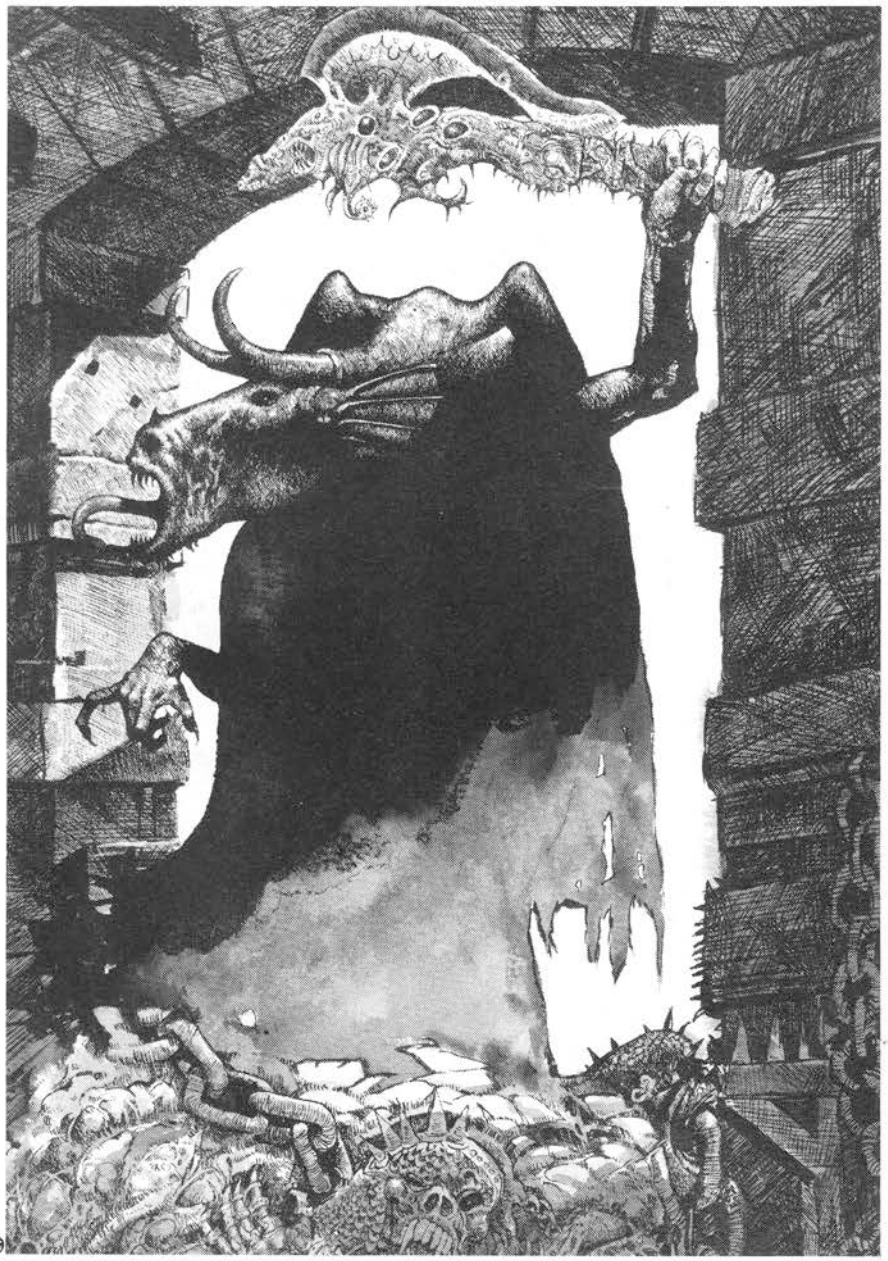
If it wounds a living creature with more than one *Wound*, no *to hit*, damage or saving throw die rolls are necessary in the subsequent *combat phases*. The blade automatically inflicts damage on the target in subsequent phases, but cannot be used to attack a new target until the object of its blood drinking is dead.

Against other creatures the blade can strike and damage opponents who are immune to non-magical weapons, but has no other properties.

DAEMON WEAPONS

Daemon Weapons are the most terrible of all the arcance devices used by the followers and Daemons of Chaos. Each rune-carved blade is a servant of the Dark Powers in its own right. Bound within the metal of the blade, and imprisoned there for an eternity, is the spirit of a Daemon. Each blade, driven on by its daemonic occupant, serves only the interest of its Chaos god. A Daemon Weapon reaps souls for the glory of its master.

Daemon Weapons are forged at the very heart of the Chaos Wastes, where the Chaos Void and the Wastes (which are still part of the 'real' world) wash against each other. Here, in the heatless fire of the Void, the blades are smelted, forged on the soul-anvil of a still living servant of Chaos, tempered in the screams of the doomed, and quenched in innocence. Once the blade has been inscribed with dread runes, the (sometimes willing) spirit of a Daemon is bound within the blade, giving it a life of its own. The weapon is then carried forth into the Chaos Wastes and presented to its wielder, a symbol of immortal approval and power.



Such weapons are granted to only the most powerful of a Chaos god's servants: Greater Daemons, Daemon Princes (Champions who have achieved Daemonhood) and still-mortal Champions of Chaos. Possession of a Daemon Weapon is, of course, enough to grant any creature wielding it considerable power.

Throughout this section, the terms *blade* and *weapon* are used to designate Daemon Weapons. Daemon Weapons have special properties regardless of their physical shape.

'For seventeen long centuries have I remained in this blade, confined within these metal walls. During all of my imprisonment you are the first I have seen who is worthy to bear me into battle. Come, take my hilt, and I will serve you in the manner of my kind, drawing blood of your enemies, protecting you in the midst of the fight, bringing you safe home again. Now draw me from the scabbard and test the fineness of my balance. See how easily I swing, how my keen edge cleaves the air. A good choice, am I not?

'Willingly you picked me up. Your first mistake. Willingly you drew me. Your second mistake. I do not allow my servants to make three mistakes, foolish mortal...'

CREATING A DAEMON WEAPON

A Daemon Weapon is created especially for the Daemon or Champion who is to bear it. In the case of Champions of Chaos, a Daemon Weapon may only be gained as a reward (see the *Chaos Rewards Table* p45).

When a Daemon Weapon is created, it is usually in the form of a sword, although other Daemon Weapons do exist (see *Axes of Khorne* p48). Alternatively, you may roll a D10 and consult the following table to determine the form of the blade. Daemon Weapons are never made in the form of missile weapons.

D10 Weapon Form

1-8 **Sword**
This is either a standard-sized broad, long or bastard sword. The weapon's shape and size confers no penalties or benefits on its bearer.

9 **Two-handed sword**
The blade gives its bearers a -1/-10 penalty to *Initiative*, but a +1/+2 bonus to *Strength*.

10 **Any other weapon**
Such as an axe, mace, two-handed axe (subject to the same penalties as a two-handed sword).

Once the nature of the blade has been determined, the type of Daemon bound within the weapon should be considered. This is also determined randomly, using the following table. A blade is created for a Daemon or Champion by a patron Chaos Power. The type of Daemon bound into the blade is always of a type appropriate to the Chaos god in question, ie Khorne's follower's always receive blades with Daemons of Khorne trapped within them. Roll a D100:

D100 Bound Daemon

01-15 **Lesser Daemon**
A Lesser Daemon of the appropriate type is trapped inside the weapon, eg Khorne's followers would receive a blade with a Bloodletter (p26) bound within it. The Lesser Daemon may be given up to its god's number of Chaos attributes.

16-45 **Greater Daemon**
A Greater Daemon of the appropriate type is bound within the blade, eg a Slaaneshi blade has a Keeper of Secrets (p30) within it. The Greater Daemon may be given up to its god's number of Chaos attributes.

46-95 **Daemon Prince**
The blade has the spirit of a very powerful ex-Champion of Chaos within it. The Daemon Prince serves the appropriate Chaos god.

The Daemon Prince can be generated by using the full system described in *The Followers of Chaos* (p35), or the rules given in *'Instant' Daemons Princes* (p65). However, rather than using the *Chaos Spawn Creatures Table* to generate the starting profile of the Daemon you should use the system given in *The Road to Power* (p 38) to generate a humanoid initial profile for the Daemon Prince.

96-00 **Random Daemon**
Bound within the blade is a completely random Daemon, now a servant of the Chaos god in question. Use the procedure found in *'Instant' Daemon Princes* (p65), including using the *Chaos Spawn Creatures Table* (p65) to generate the starting profile of the Daemon. Such a Daemon Prince may never have been even vaguely humanoid.

Once the profile and Chaos attributes of the Daemon have been generated they should be noted down. These have a direct effect on the properties of the Daemon Weapon in question.

PROPERTIES OF DAEMON WEAPONS

COMMON PROPERTIES OF DAEMON WEAPONS

Daemon Weapons have certain common properties, regardless of the nature of the Daemon trapped within the blade.

1 A Daemon Weapon has a daemonic aura which is immediately obvious to any wizard or sorceror who touches it.

2 A Daemon Weapon can cause damage to creatures listed as being immune to non-magical weapons. Its effects cannot be avoided by a *magic saving throw.*

3 A Daemon Weapon dispels any *Aura* on contact.

4 A Daemon Weapon has a bonus *to hit* which is equal to the bound Daemon's number of *Attacks*, ie +1/+10 *to hit* for each *Attack*.

5 The bearer of a Daemon Weapon may use the bound Daemon's *Will Power* for any required tests if this is higher than his own.

6 Any *Wound* caused by a Daemon Weapon will kill its target.

7 A slain target's *Strength* is completely drained by a Daemon Weapon. The stolen *Strength* is divided into three equal parts. Fractions are rounded down.

One third is given to the Chaos god who made the blade in the first place, and is simply lost.

One third is absorbed by the blade. This is added to a running total of stolen *Strength* for the blade, which is retained until the end of the battle (**WFRP**: 24 hours) or until the blade is *sated* (see *Sated Daemon Weapons and Killing Fury* p96).

Each point of stolen *Strength* gives a -1 penalty to the *saving throw* of any target entitled to make one against the damage caused by the blade. **WFRP**: Damage is increased by one for each stolen *Strength* point.

One third is given to the blade's bearer, and is added to the bearer's *Strength* for the remainder of the battle (**WFRP**: 24 hours).

Although increasing the bearer's *Strength* above 10 has no additional effect, a note of a mortal bearer's stolen Strength should be kept. Once the bearer's total stolen Strength reaches *three times* his original characteristic he collapses for the remainder of the battle (**WFRP**: 24 hours). For example, a Champion of Khorne with S7 can only receive 21 points of stolen *Strength* before collapsing.

Daemons who carry Daemon Weapons can accept any amount of stolen *Strength* without ill-effect.

INDIVIDUAL PROPERTIES

A Daemon Weapon has all the abilities and powers of the Daemon bound within it, in addition to those described above. For example, a blade could fly using the flight profile of its bound Daemon. However, some powers may not be applicable to the blade: a *gore* or *tail* attack, for example.

A Daemon Weapon may cast spells if the Daemon within it has magical abilities. The *Strength* of any creature slain using magic is not stolen by the blade.

It may also have its own stock of *daemonic power points* (see p75). These may be added to those of its bearer, and one *magic saving throw* made for both the bearer and the weapon.

In general you will have to decide whether the abilities, powers and attributes of a Daemon are usable when it is trapped within a weapon. Powers related directly to *Attacks* should be disallowed, as the blade's own abilities in that area outshine any a Daemon might possess. Other powers, such as regeneration, flight, or *psychological* effects should be allowed and the benefits passed on to the bearer of the weapon.

SATED DAEMON WEAPONS AND KILLING FURY

A Daemon Weapon can only absorb 5D10 *Strength* points before it becomes *sated* with stolen power. This total of *Strength* points is determined when the blade is created.

When the blade has become sated it has had its fill of doomed souls, and becomes dormant for the remainder of the battle (**WFRP**: 24 hours). During this time the Daemon Weapon does not have a *to hit* bonus, a penalty on its target's *saving throw* or the ability to automatically slay a struck opponent. It is simply an enchanted blade with the power to hit creatures immune to non-magical weapons. However, its bearer does retain any stolen *Strength* passed on to him by the blade before it became *sated*.

Before a Daemon Weapon becomes *sated* it will enter a *killing fury*, possibly infecting its bearer with the same lust for blood and souls.

Once a blade has absorbed half its limit of stolen *Strength* it will enter a *killing fury*. When the blade reaches this point its bearer must make a *Will Power* test each time an enemy is slain. If and when one of these tests is failed, the bearer enters a *killing fury*, sucked into the blade's greed for souls.

The bearer must attack the nearest enemy models each turn until the blade becomes *sated*. If there are no enemies left on the battlefield (**WFRP**: no visible enemy within 100 yards) the bearer must attack friendly troops in their place. Once the weapon is *sated* the killing fury ends and the bearer is free to act as he wishes once again.

If, however, during the *killing fury* the bearer spends three turns/rounds without killing anything (possibly because there are no targets within reach) the blade will turn upon him. Tremendous waves of pain will wash out of the weapon, halving all the bearer's characteristics for the remainder of the battle (**WFRP**: 24 hours).

RELEASING A BOUND DAEMON

It is possible to release a Daemon from the weapon that holds it. The Daemon will emerge from a blade if its bearer is slain, on request or when called forth by its Chaos god (this must be at the GM's discretion). Casting a *Summon* of the appropriate *magic level* will also cause a Daemon to emerge from a Daemon Weapon. Daemon Princes and Random Daemons within Daemon Weapons are treated as Greater Daemons.

A Daemon will also emerge from a blade to protect its 'home' under certain circumstances. It will attack the nearest target (or the creature causing it offence) if, for example the blade is picked up by anyone other than the original bearer. The Daemon might also emerge if the bearer of the weapon does not obey the tenets of his god's faith, eg a Champion of Khorne allows an enemy to live when he could have been killed.

The Daemon will appear in its normal form up to 3"/6 yards from the blade's bearer. While it is free the blade is dormant, as described under *Sated Daemon Weapons and Killing Fury.*

The Daemon will fight in its natural form, with its natural abilities for one turn/D6 rounds against the bearer's enemies. No *Strength* is stolen from wounded targets while a Daemon is in its natural form. After this period the Daemon's reactions become uncertain. Roll a D100 and consult the following table.

BOUND DAEMON REACTION TABLE

D100 Daemon's Reaction

01-15 The Daemon is glad to be free from the confines of the blade and vanishes back into the void of Chaos.

16-25 The Daemon is grudgingly thankful for its release; it is obliged to serve the bearer of the blade for the remainder of the battle, and D3 further battles if a campaign is in progress (**WFRP**: the Daemon serves for 101 days, and then departs). The Daemon can be released from its servitude by the blade's bearer at any point. The blade is now a powerless, non-magical weapon.

26-40 The Daemon vanishes, vowing that it will have revenge on the fool who carried and used its prison. Whenever the bearer is involved in a fight in future roll a D6; on a result of 6 the Daemon appears and attacks him. This will happen only once. Again, the blade is now a powerless, non-magical weapon.

40-50 The Daemon chooses to serve Chaos in the way it knows best, and returns to the blade.

51-60 The Daemon attacks the blade's bearer. If it loses a *Wound* it returns to the blade, cowed by the bearer's power.

If the Daemon slays the blade's bearer it again returns to the blade to await a worthier master. The Daemon Weapon may be taken by any follower of the same Chaos god.

D100 Daemon's Reaction

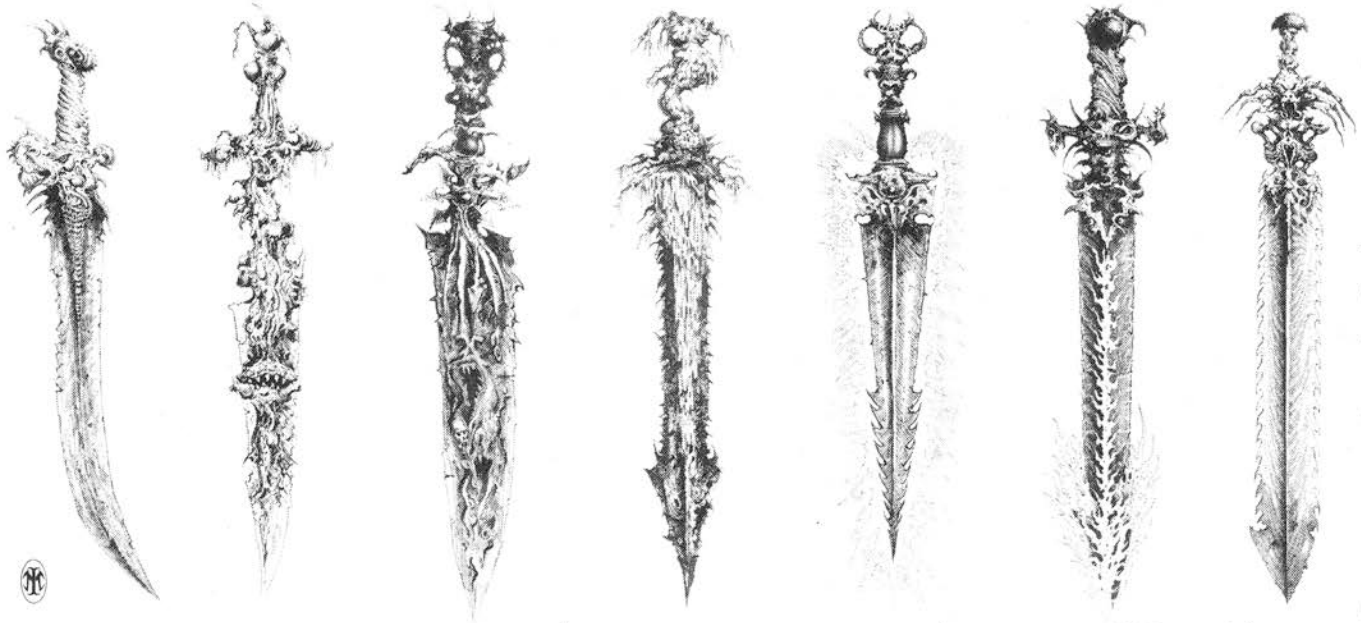
61-70 The Daemon vanishes to pursue some scheme of its own, while the blade becomes a non-magical weapon. Occasionally, however, the blade whines to itself. If the bearer inflicts a *Wound* with the blade roll a D6. On a result of 6 the Daemon returns to the blade, its mission complete.

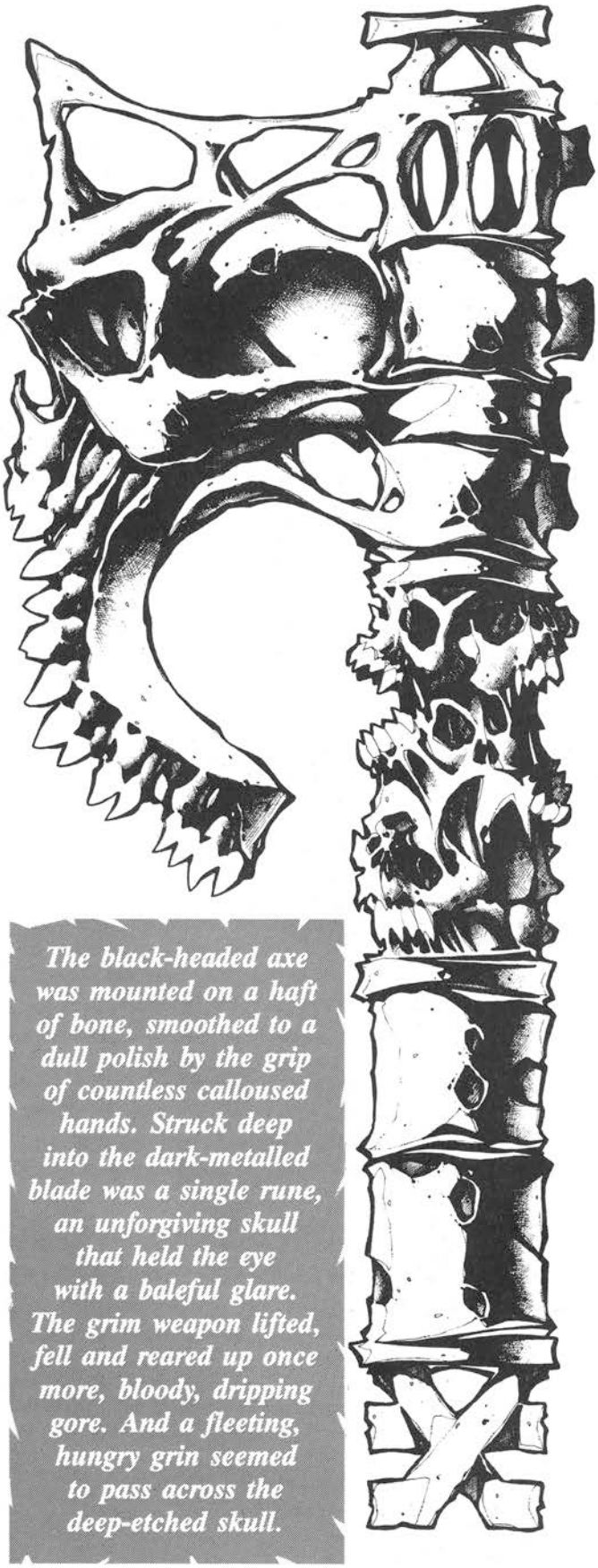
71-75 The Daemon is at last free of its obligation to serve Chaos in so demeaning a manner. It is suitably grateful to its bearer, who is now required to take its place within the weapon.

The bearer of the blade becomes its new 'bound Daemon'. The Daemon fights on for the remainder of the battle, then returns to the Void, taking the blade with it. At some point in the future the blade will be given to another servant of Chaos to carry into battle.

76-00 The Daemon remains outside the blade for the remainder of the battle (**WFRP**: 24 hours), happily slaying the enemies of its god. It then returns to the blade. While the Daemon is acting independently the blade is a non-magical weapon.

Whenever the Daemon emerges from its blade its reaction should be determined. Daemons are fickle creatures at best, and rarely act in the same fashion on two separate occasions.





The black-headed axe was mounted on a haft of bone, smoothed to a dull polish by the grip of countless calloused hands. Struck deep into the dark-metalled blade was a single rune, an unforgiving skull that held the eye with a baleful glare. The grim weapon lifted, fell and reared up once more, bloody, dripping gore. And a fleeting, hungry grin seemed to pass across the deep-etched skull.

MULTIPLE DAEMON SWORDS

It is possible for Champions of Chaos to receive more than one Daemon Weapon as a reward of their service (see the *Chaos Rewards Table* p45). A Champion can carry two Daemon Weapons into battle if he wishes, or give one of them to a member of his retinue.

If a Champion receives a third Daemon Weapon he may wish to bind the two previous blades into a single, supreme battle blade. Such a Daemon Weapon is always a two-handed sword.

The profiles of the two bound Daemons in the Daemon Weapons should be added together and divided by two, giving an average profile for a new hybrid Daemon.

The hybrid retains all the special powers, abilities, gifts and attributes of its two 'parents'. The stolen *Strength* that it can absorb is increased to 10D10.

Once this has been done the new Daemon Weapon is treated in exactly the same fashion as any other.

POINTS COST

Champions of Chaos do not have to pay the points cost of a Daemon Weapon. It has been subsumed into the random nature of the generation system that produces them.

Other creatures must pay 100 points, plus the cost of the Daemon trapped within the weapon. This cost is never multiplied by the character level modifier.

AXES OF KHORNE

The great *Axes of Khorne* are carried by the Bloodthirsters, his Greater Daemons. These terrible weapons are as powerful, in their fashion, as the creatures who carry them.

Each *Axe* has another Greater Daemon of Khorne trapped within it, with the following profile:

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	39	100	10	89	89	89	89	89	01

The *Axe* gives its bearer a +10/+100 bonus to all *to hit* rolls, and it can absorb 32 points of stolen *Strength* before becoming *sated*. An *Axe* is subject to *frenzy* and *hatred* towards all Slaaneshi Daemons and servants. It automatically passes any *magic saving throws* it is required to make.

Each *Axe* has the power to regenerate in the same fashion as a Troll, and this ability can be passed on to the Bloodthirster that bears it. In effect, this means that a Bloodthirster carrying an *Axe of Khorne* regenerates twice - once on his behalf, and once with the aid of the *Axe*. Only one regeneration attempt need be successful.

The Greater Daemon bound within the *Axe* can be called forth. However, it is not, in turn, armed with another *Axe of Khorne*, but fights with its bare hands.

Finally, an *Axe of Khorne* can fly with the following profile:

Maximum Speed: 32″
Minimum Speed: 0″
Acc/Dec: 8″

WFRP: the *Axe* flies as a *swooper*.

CHAOS MAGIC ITEMS

Just as spell powers are widespread among the followers and daemonic servants of Chaos, so are magical and enchanted objects.

Champions of all the Powers of Chaos receive magic items as rewards for their service. In particular, their disturbing 'living' magical Chaos Armour marks many of them as servants of the dark and unnatural forces of Chaos. Many of those who rise to become Daemon Princes retain their armour, or add to it in bizarre fashion. Greater and Lesser Daemons of the various gods are also marked by their use of magical items.

Objects with magical powers are even used by the servants of Khorne, even though the use of spells is repugnant to Khorne's followers, bringing with it the disapproval and vengeance of their bloody-handed god. Spells are a magic of the mind, and Khorne is not a god of deep thought or introspection. However, the use of some magical items is permitted by Khorne, but only for one purpose: to aid or increase the spilling of blood. 'Blood for the Blood God' is all, and even magic can be used for such a purpose. The magic of Science, in the shape of technological weaponry, is also favoured by Khorne. His Champion's can receive all manner of powerful and arcane technological killing devices (see the *Rewards of Khorne Table* p47) as a mark of his favour.

For those who fail in the struggle for power the story is often very different. Objects with magical power are usually abandoned by the endless ranks of gibbering Chaos Spawn. Insensible to what they have become, Chaos Spawn have no need for most magic as they shriek the praises of uncaring gods and run in unrestrained foulness across the Chaos Wastes. The only exception to this is Chaos Armour, and even this is not kept by conscious choice: in some cases they have melded with their armour, and the time when it could have been removed is long past.

This section covers a a few of the non-weapon magic items available to followers of Khorne and Slaanesh. Magic items common to the followers of Nurgle and Tzeentch are covered in **The Lost and the Damned**.

In addition to the various magical items listed here, mortal Chaos followers can use any of the magical items described in **Warhammer Fantasy Battle** or **Warhammer Fantasy Roleplay** as appropriate.

MAGIC ITEMS AND CAMPAIGNS

As noted in *Champions of Chaos and Campaigns* (p55), Champions of Chaos removed as casulaties might actually live to fight again in a later confrontation.

When fighting a battle that is part of a campaign you may wish to keep track of any magical objects in the possession of casualties. Magical objects can be carried from the field by both the victors and the defeated, and may change hands as a result. The rules in this section reflect this situation, and apply only to the mortal followers of Chaos gods.

A model that survives a battle will always keep any magical items in its possession.

A model that is removed as a casualty, but nevertheless survives, may lose any magic items in its possession. Roll a D6 for each survivor on the 'defeated' side, ie the side that does not control the field of battle at the end of the game. On a roll of 6, it loses its magical items, and these are recovered by the enemy. Survivors on the 'winning' side in possession of the field automatically retain their magical items.

Roll a D6 for each casualty who does not survive the battle, regardless of its side. On a roll of 4, 5 or 6 any magical items in its possession are recovered by the winning side. The winners always have the option of ignoring any object.

Chaos Armour and *Collars of Khorne* (see p100). can never be recovered or captured in this fashion. Daemon Weapons (p94) may even attack their new owners. Magic items that are not recovered by anyone are assumed to be lost - they are carried away by a passing Chaos Spawn, fade back into the Void, or perhaps are simply overlooked and may, at a later date, be discovered by some intrepid adventurer.

CHAOS ARMOUR

Chaos Armour, a suit of strangely worked and unnatural metal, is a mark of the a Chaos god's great favour. It can be received as one of the rewards of service to the Chaos gods (see the *Chaos Rewards Table* p45). Some Daemons can also have Chaos Armour, either as a result of having been Chaos Champions or as an aspect of their Daemonhood. The Bloodthirsters (Greater Daemons of Khorne) wear Chaos Armour.

Chaos Armour is usually a complete suit of weirdly wrought plate mail, made from some alien and unearthly material. It is rarely of some simple, honest steel or iron, but has a lustre all of its own, reflecting in its colours the allegiance of its wearer. Chaos Armour often includes a closed helmet, which completely hides the face of its wearer and, in many cases, a shield of the same material. The symbol of the wearer's Chaos god forms a repeated motif across the surface of the armour, or is worked into an elaborate helmet crest.

THE POWERS OF CHAOS ARMOUR

1 Chaos Armour grants its wearer a *saving throw* of 5 or 6. This may be increased with bonuses of +1 or more up to a *saving throw* of 2, 3, 4, 5 or 6 under certain circumstances:

Each time a Champion of Chaos receives a suit of Chaos Armour after the first, his *saving throw* is increased by one; or

Bonuses to the *saving throw* may be bought by spending additional points on the suit of Chaos Armour.

WFRP: Chaos Armour can have up to 5 *armour points* in every location.

2 Chaos Armour can fuse with the Champion who receives it, increasing *Toughness* by one. See the *Chaos Rewards Table* p45.

3 Chaos Armour imposes no movement penalties on its wearer.

4 A follower or Daemon of Chaos can cast spells while wearing Chaos Armour. Unlike other forms of armour, Chaos Armour does not affect its wearer's ability to cast magic spells. See **WFB** p148 or **WFRP** p135 for the effects of normal armour on spellcasting.

5 Chaos Armour also grants its wearer a +1/+10 bonus on all *magic saving throws/magic* tests.

6 Chaos Armour can adapt itself to accommodate any attributes or gifts which its wearer subsequently gains. It changes to match the new shape of its wearer, unlike mundane or 'normal' magical armour, which must be discarded or remade.

7 A second or subsequent reward of Chaos Armour, or a suit of Chaos Armour with an improved *saving throw* can include a shield made of the same material as the armour. It does not, however, need to do so.

8 A suit of Chaos Armour is created especially for a single creature, and cannot be used effectively by anyone else. If Chaos Armour is used by anyone else it acts as 'normal' plate armour, with a *saving throw* of 5 or 6 (**WFRP**: 2 **AP** in each location). It has no other powers. Once Chaos Armour has fused with its wearer it cannot be removed; it is the wearer's skin, and removal would be fatal. Such armour cannot be used by anyone else.

POINTS COST

A suit of Chaos Armour costs 50 points, plus an additional 50 points for each +1 bonus to the Armour's save. Thus a suit with a *saving throw* of 2, 3, 4, 5 or 6 costs 200 points. This cost is a flat rate, unaffected by creature type multipliers.

Champions of Chaos who are generated using the system presented in *The Followers of Chaos* (p35), do not have to pay this points cost for their suits of Chaos Armour. The cost of their armour is subsumed in the random nature of the generation system.

MAGIC ITEM DESCRIPTIONS

HELLBLADES

Hellblades are carried by Bloodletters, the Lesser Daemons of Khorne, who make up the rank and file of Khorne's Daemonic Legions. *Hellblades* are dedicated to Khorne and the bloody task of slaughtering Khorne's enemies and mortal followers.

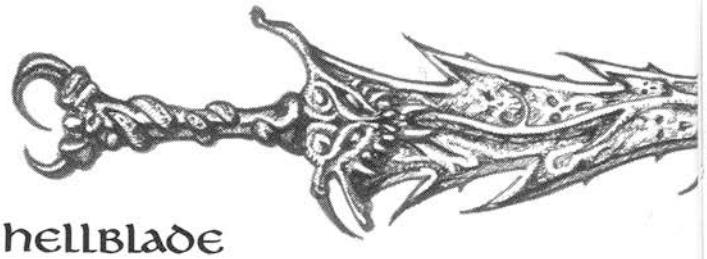
The blade is razor-edged, honed on the souls of those who have fallen to the armies of Khorne, and gives a +1/10 bonus on all *to hit* rolls. When a *Hellblade* damages an opponent it causes D4 *Wounds* rather than only one (**WFRP**: calculate damage normally, but use 4D6 rather than 1).

When used against the hated followers of Slaanesh, a *Hellblade* will drain 2D6 *magic points* or *daemonic power points* (p75) from its target whenever it hits.

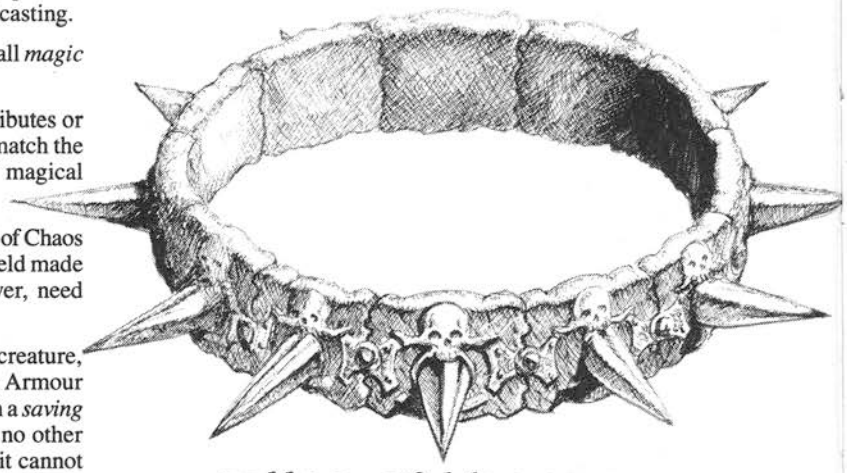
If the bearer of a *Hellblade* is slain it dissolves back into the primal stuff of Chaos from which it is made.

COLLARS OF KHORNE

Collars of Khorne are worn by his hunting beasts, the Fleshhounds, and by his mortal hunters, the Champions of Khorne and their retinues. Each *Collar* is a studded band, made of interlinked and stained iron and brass.



hellblade



collar of khorne

rod of command

A *Collar of Khorne* grants its mortal wearer a *Will Power* of 10/89 when making *magic saving throws/magic* tests required by spells cast against the wearer. Fleshhounds who wear *Collars* automatically pass **WP** tests required as a result of spells cast against them.

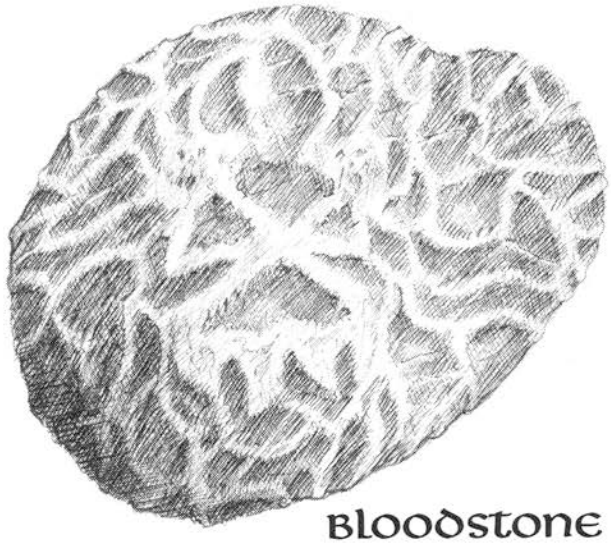
Once in place a *Collar* cannot be removed. If its wearer is killed, the *collar* dissolves into a gooey circlet of raw Chaos-stuff.

BLOODSTONES

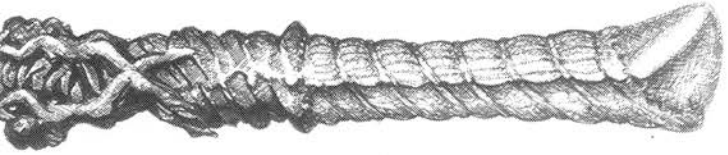
Bloodstones are dark, red-veined rocks, about the size of a clenched fist, and slightly warm to the touch. They are given only to the most favoured of Khorne's Chaos Champions and allow their owner to call upon the aid of Khorne's daemonic minions. Each *Bloodstone* may only be used once as the *Stone* is destroyed by the summoning.

During any *magic phase* in which the Champion is in base-to-base contact with a Khornate Chaos Altar he may call upon the Blood God for daemonic assistance, crushing the *Bloodstone* above the Altar and releasing the daemonic blood it contains.

Khorne's response to his Champions's request is determined by rolling a D6 and consulting the table below. The die roll may be modified by +1 if the Khornate Champion has already caused at least 1 *Wound* during the battle, and by a further +1 if he has killed a wizard or a Slaaneshi follower.



Bloodstone



D6	Result
1	The summoned Daemons do not appear. The *Bloodstone* emits a mighty shriek of unearthly joy and drains the Champion of blood. The *Stone* disappears immediately into the Void and the drained shell of the dead Champion collapses (if in a campaign, the Champion cannot be recovered as injured after the battle).
2	The summoned Daemons do not appear. The *Bloodstone* crumbles into dust and its use is lost.
3	No Daemons appear but the Champion may continue to call for aid next turn, provided he is still in base-to-base contact with the Khornate Chaos Altar.
4	Khorne sends the requested daemonic aid (see below). The Champion must make a control test against *Will Power* as normal (see **WFB** p149). The Daemons remain on the battlefield for D6 turns before returning to the Void.
5	Khorne sends the requested daemonic aid (see below). The Champion must make a control test against *Will Power* as normal (see **WFB** p149). The Daemons remain on the battlefield for D6+3 turns before returning to the Void.
6	The Champion is high in Khorne's favour and need make no **WP** test to control the Daemons. Moreover, the Daemons are gripped by a great bloodlust and remain for the whole battle, or until dispelled.

If the Champion of Khorne is successful in his request for aid, roll on the table below to determine the type of Daemon or Daemons that the Blood God sends.

D10	Result
1	1 Bloodthirster
2-3	1 Bloodletter
4-6	8 Bloodletters
7	16 Bloodletters
8-9	8 Fleshhounds with 1 Bloodletter as handler
0	1 Juggernaut

Daemons summoned by use of a *Bloodstone* appear within D6" of the Champion. If the Champion fails his **WP** test to control the Daemons, they attack the nearest unit. If there are *hated* units on the battlefield these are attacked in preference to any other unit, regardless of proximity.

Bloodstones may be acquired as a Chaos gift (see the *Rewards of Khorne Table* p47) or may be bought for a Khornate army at a cost of 50 points. Followers of other Chaos gods may not use *Bloodstones* and are automatically drained of all their blood if they attempt to do so.

ROD OF COMMAND

The *Rod of Command* is a short wand of bone, often elaborately carved and sculpted with scenes of debauchery. The bone is usually one taken from the body of a defeated Bloodthirster, a Greater Daemon of Khorne, who has fallen in battle against a Slaaneshi Daemonic Legion. Each *Rod of Command* costs 100 points.

The *Rod* has the following powers:

1. Once per battle the bearer may command an enemy unit within 24" to remain stationary for one turn. The affected unit cannot *manoeuvre.*

2. Once per battle the bearer of the *Rod* may command a friendly unit anywhere on the table to move twice in a single turn. The affected unit moves, makes any *manoeuvres,* and then immediately has another *movement phase,* as though the first had never occured.

3. Friendly units within 12" of the bearer may make *Leadership* tests using the bearer's **Ld** rather than their own.

FAMILIARS

Familiars are normally temporary creatures, summoned by wizards and sorcerers to aid them in their spellcasting by providing extra *magic points*. They have no permanent existence, and must be freshly summoned at the start of each battle. The Daemonic Familiar given in *Warhammer Fantasy Battle* (p270) is one typical creature of its type.

Familiars can be granted to followers of Chaos as permanent daemonic companions and servants. Such a permanent Familiar can have any one of several different forms and purposes; it is far more than a 'battery' of extra *magic points* for its master. A permanent Familiar almost becomes a part of its master. Such Familiars can even be kept if the Champion manages to rise in power and become a Daemon Prince. However, Familiars (being fickle Chaos creatures) abandon masters who end their lives running with the Chaos Spawn.

In **Slaves to Darkness** only followers of Slaanesh are granted permanent Familiars, as one of the possible *Rewards of Slaanesh* (p50). The non-magical nature of Khorne precludes any such a reward for his followers. See **The Lost and the Damned** for details of Nurgle and Tzeentch's Familiars.

TYPES OF FAMILIAR

The permanent Familiar granted to a follower of Slaanesh can have almost any shape. While the form a Familiar can take is almost infinitely variable, it often reflects the function it is intended to perform.

A permanent Familiar should be represented by a separate model, and should be mounted on a 25mm x 25mm base. *Citadel Miniatures* produce a large selection of Familiar models, and these can be used to represent Slaaneshi Familiars. A Familiar can have D6 personal *Chaos attributes* when it is given to its new master. These should be generated using the *Personal Attributes Table* in *The Mark of Chaos* (p114).

When a Champion of Slaanesh is granted a Familiar, roll a D100 and consult the table below. This determines the Familiar's function or service to its new master.

CHAOS FAMILIARS TABLE

D100	Familiar granted
01-12	Combat
13-34	Magic - Focus
35-56	Magic - Power
57-78	Magic - Spell
79-00	Magic - Storage

The profiles and descriptions of the Familiar's services are given below.

These Familiars have no points cost. This has been subsumed into the random nature of the generation system presented in *The Followers of Chaos*.

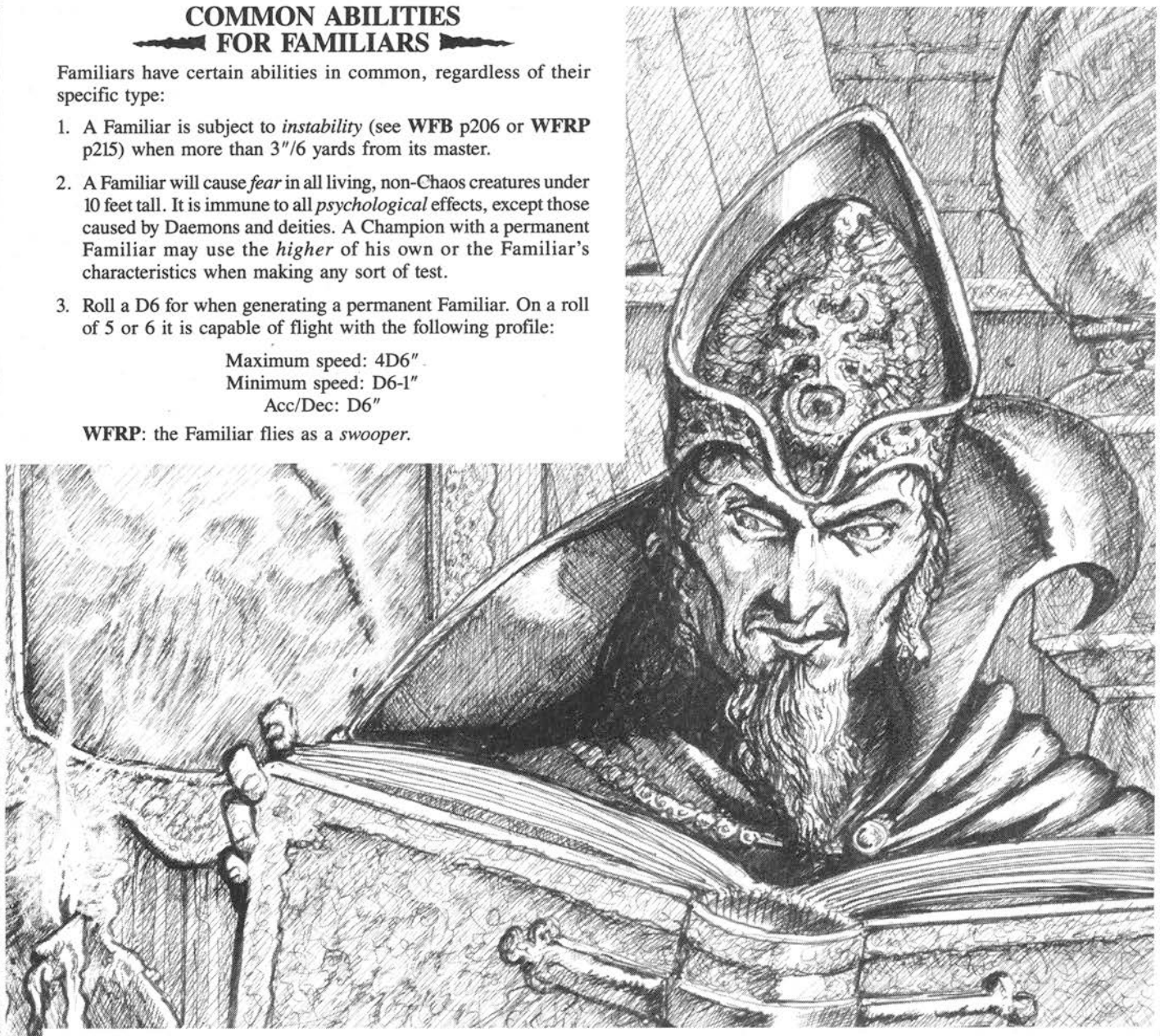
COMMON ABILITIES FOR FAMILIARS

Familiars have certain abilities in common, regardless of their specific type:

1. A Familiar is subject to *instability* (see **WFB** p206 or **WFRP** p215) when more than 3"/6 yards from its master.
2. A Familiar will cause *fear* in all living, non-Chaos creatures under 10 feet tall. It is immune to all *psychological* effects, except those caused by Daemons and deities. A Champion with a permanent Familiar may use the *higher* of his own or the Familiar's characteristics when making any sort of test.
3. Roll a D6 for when generating a permanent Familiar. On a roll of 5 or 6 it is capable of flight with the following profile:

Maximum speed: 4D6"
Minimum speed: D6-1"
Acc/Dec: D6"

WFRP: the Familiar flies as a *swooper.*



COMBAT FAMILIARS

A Familiar of Combat generally has the appearance of a small armed and armoured humanoid. Often, in the case of Slaaneshi Familiars of Combat, this is a miniature form of a Champion of Khorne. These Familiars act as bodyguards and squires to their masters - despite their small size they can carry full sized swords and axes and are fully capable of using them.

If the Familiar is killed its master's **WS** is halved, rounding fractions up.

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	0	5	5	1	6	2	10	2	10	10

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	0	5	5	5	60	2	10	89	6	89	89	0

Familiars of combat wear full plate armour, giving them a *saving throw* of 5 or 6. (**WFRP**: one *armour point* on each location).

MAGIC FAMILIARS

A Familiar of Magic can be of one of four types: Focus, Power, Spell and Storage. Such Familiars generally take the form of miniature sorcerors, imps, or bizarre creatures. They may even take the form of young children or exquisitely beautiful young women. The form of a Familiar is largely a matter of personal preference on the part of its master.

Although capable of fighting, a Magic Familiar will fight only in self-defence or if cornered; if possible it will run to shelter behind its master when attacked.

All Familiars of Magic have the same basic profile, although their purposes and uses are very different.

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	6	1	8	8	8	8

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	34	4	3	5	60	1	43	43	43	43	43	5

FOCUS FAMILIARS

A Focus Familiar has no *magic points*. However, spells can be cast through the Familiar, in the same way that light can be shone through a lens. When a spell is cast in this way one of its qualities can be doubled in effect. The Familiar's master (the spellcaster) can chose whether the range, area of effect, effect (or, when playing **Warhammer Fantasy Roleplay**, duration) of the spell is doubled. For example, a *Fire Ball* could have its range or its effect doubled, but not both.

If the Familiar is slain spells its master must expend twice as many *magic points* as normal to cast a spell.

POWER FAMILIARS

A Familiar of Power has 4D6 *magic points*, but cannot cast any spells. Instead, it can give **MPs** to its master to assist in spellcasting. If the Familiar's master ever becomes a Daemon Prince these *magic points* become *daemonic power points* (see p75).

If a Familiar of Power is slain, its master's *power level* is halved, rounding fractions up.

SPELL FAMILIARS

A Familiar of Spells knows one randomly determined spell of *magic level* D4. The level of the spell known should be determined by rolling a D4, and then the exact spell known by the Familiar should be generated using the procedure laid down under *Acquiring Spells* (p76). When the spell is cast a new one should be randomly generated. This replacement spell need not be the same as the cast spell.

It also has 4D6 *magic points* plus the minimum number of **MPs** needed to cast its known spell. It cannot pass these *magic points* on to its master.

If a Spell Familiar is slain its master loses one spell until he receives another spell level as a reward for his services to Chaos.

STORAGE FAMILIARS

A Familiar of Storage has no *magic points* of its own, but it is able to absorb any spell cast upon it. The spell absorbed by the Familiar need not have been cast by its master. One stored spell can be released during any *magic phase* when this is required by the Familiar's master.

The spell can be stored in the Familiar for any amount of time, and be assumed to be loaded into a Familiar before a battle occurs. The services of a GM may be necessary to ensure that a Familiar of Storage is 'loaded' with spells that could have been legitimately stored within it.

No more than 4D6 *magic points* of spells may be stored in a Familiar. If this limit is exceeded the Familiar bursts, and all the spells stored within it are cast at the Familiar's master.

If a Familiar of Storage is slain it explodes, with the effects detailed above.

MULTIPLE FAMILIARS

It is possible for a Champion of Slaanesh to receive more than one Familiar. If this happens a new Familiar is generated, complete with a new set of personal Chaos attributes. The profiles of the two Familiars are added together and divided by two, dropping any fractions. This results in an average profile for the Familiar.

This 'average' Familiar has all the powers of its components. It could, for example, be a Storage and a Focus Familiar. The powers of identical Familiars are additive: two Power Familiars combined in a single creature have 4D6+4D6 *magic points*; two Familiars of Focus can double *two* effects of a single spell.

The new combined Familiar retains all the Chaos attributes of its components.

THE MARK OF CHAOS

Being a Description of the legion Afflictions of Chaos and the unfortunate Effects thereof...

"Johann's face matched his nature perfectly. He had become a hunter of men, but he was, in deed and thought, no longer a true man. Only the outer shell remained, for within he was Khorne's creature.

"Blood and slaughter had gained the Blood God's favour for Johann, and further blood kept Khorne's approval. And as Johann grew in power and climbed still higher, his position among Khorne's chosen was distinguished in new ways. The higher Johann climbed in power, the mightier his reach and the more savage his behaviour became. Ever and anon, the weakest of his warband hesitated at his callousness and were counted among the dead for their squeamishness.

"And as his triumphant progress continued, Johann lost the vestiges of his human form. No more could he be seen as a man - an extra pair of arms sprang from his shoulders! His unearthly armour, forged from the stuff of Chaos, writhed and changed of its own accord to match his new frame, and in doing so became more intricate and elaborate.

"The other von Gottlieb had achieved much. In a secret ritual Lothar had, for his devotion to Slaanesh, been granted armour of his own. It was fashioned from pale leathers, perhaps the magical skins of Chaos creatures, but its appearance was deceptive. It formally marked him as one of Slaanesh's chosen Champions, a despoiler and taker of pleasure.

"His status was equal to that of Johann, his brother and hated enemy, though hatred had become almost-forgotten baggage from his past. He did not think often of the past, for remembrance of what he had been brought realisation of what he had become. For by no means all the infections of Slaanesh are taints of the spirit. Lothar's flesh was prey to the warpings and mutations of his calling. And as his chosen Chaos Power rewarded him, his condition preyed upon his thoughts, diverting Lothar from the pleasures to hand..."

The Vale of Creatures

The Realm of Slaanesh was still and quiet, scented with sin and sweet corruption. Its silence was not that of the grave, nor of ease at labours' end, nor of peace after the storm. It was the malicious, plotting stillness of evil waiting to be done: the silence before a moan or scream of pain and pleasure. And in that awful quiet the small shrieks of Slaanesh's Daemons were swallowed and muted. Their endless masque and antimasque of forbidden pleasures and hideous pains were reduced to soft murmurs of decadence and depravity.

As I passed over the Outer Realm of Slaanesh, my eyes were numbed by its pale softness and my ears by its endless quiet. I began to believe that any act could be contemplated if only it would provide variety and relief from the silence. I was saved from further weakness by a vile noise, carried on the perfumed and sickly breeze.

Torn from the rocks and stones, there was a buzzing like a hundred angry swarms of bees. Before my eyes the land itself heaved and pulsed, and spat forth mewling, puking and misshapen creatures. Lumpen and hideous, the monsters twisted and writhed in pleasure at their birthing, then turned upon one another in search of further depravity. When one fell, exhausted from its unlovely exertions, its fellows chortled and joked at its fate. The corpse sank slowly into the earth of that foul vale, and a new beast was given form from the clay.

As I witnessed the decadence of Slaanesh's land, I was seen by the creatures. As those eyes beheld me, I turned and fled, the fiends of Slaanesh's Realm at my heels...

- Liber Malefic, The Book of Contemptible Slaanesh, Marius Hollseher

INTRODUCTION

As noted elsewhere in *Slaves to Darkness*, the creatures and followers of Chaos are marked by their service to the Dark Powers. Such individuals invariably change in one way or another, and soon come to reflect their loyalty in form as well as in thought and deed. Champions of Chaos, their followers and the creatures of Chaos are all marked by the malign and unnatural influence of the forces they follow.

This section of **Realm of Chaos** gives you all the details of *Chaos attributes*, or mutations (the terms are almost interchangeable) which can be gained by the followers of Chaos. All those affected by Chaos attributes are referred to as *mutants*, regardless of whether they are Daemons, Champions of Chaos, Chaos Spawn, ordinary Chaos servants or whatever.

On the battlefield, the number of attributes may be limited by mutual agreement between the players, or may be generated randomly according to the mutant's patron Chaos Power (eg D8 for Khorne, D6 for Slaanesh), up to the mutant's normal racial limit.

PERSONAL AND DOMINANT CHAOS ATTRIBUTES

Chaos attributes are divided into two broad categories: *personal attributes* and *dominant attributes*. At various points in **Slaves to Darkness** we have suggested whether you should use personal or dominant Chaos attributes for a particular purpose.

Personal Chaos attributes are just that: they affect one individual, such as a Daemon, a Champion of Chaos, a **WFRP** character, or members of a Champion's warband. An individual is subject to all the effects of a personal attribute, regardless of the results.

Personal attributes are by far the best way of creating Champions of Chaos and their follower warbands. Personal attributes produce detailed individuals who can be used in exciting small scale skirmish games. Daemons also have personal attributes, as they are powerful creatures and are treated as character models. We also recommend that you use personal Chaos attributes when creating Chaos followers for use in **Warhammer 40,000** battles.

You can, of course, use nothing but the personal attributes given here for all creatures. This does involve a lot of paperwork in creating, and keeping track of, dozens of slightly different profiles. What you shouldn't do is mix personal and dominant attributes for a single creature. An individual is either a character model, in which case it receives personal attributes, or a member of a unit, in which case dominant attributes are applied.

Dominant Chaos attributes are only ever applied to whole units. While all mutants are different, it is more convenient when playing to assume that units of mutants have some attributes in common. These shared attributes have a cumulative effect on the unit's performance in combat, and characterize the unit's behaviour - shared attributes 'dominate' the unit's profile and abilities.

However, not all members of a unit need have fully developed the attribute of the unit. While every mutant who has the personal Chaos attribute of *Razor Sharp Claws* has fully developed claws on his hands and can make attacks with them, a unit with the same dominant attribute can have members who do not have any effective claws. Enough members of the group (but not all) are mutated so that the whole unit's combat abilities are changed as a result. This is why dominant attributes are, on the whole, less extreme in their effects than personal attributes: not everyone involved is affected to the same degree.

Dominant attributes are a slightly abstract concept, but they are convenient for battles where large numbers of mutated creatures are involved. Several different units of Chaos followers can be quickly created using dominant attributes, while leaders are given personal attributes. Dominant attributes can save a lot of paperwork when creating large numbers of units. There is, for a start, no need to generate every mutant in a unit separately. They can also save time during a game. Keeping track of differing profiles (and of who has and hasn't been killed) can slow a **WFB** game down to a crawl.

USING THE CHAOS ATTRIBUTE TABLES

Both the *Personal Attributes Table* (p113) and the *Dominant Attributes Table* (p138), use a D1000 roll. This is similar to a D100, except that three ten-sided dice are rolled: one for the hundreds, one for the tens and one for the units. A result of '000' is always read as one thousand, never as zero.

The *Personal Attributes Table* and the associated attribute descriptions should be used for individual creatures. The *Dominant Attributes Table* and its associated descriptions should be used for units.

Attributes generated on the two tables are usually quite different, even though they may have similar effects and identical names. Compare the effects of the *personal* Chaos attribute of *Iron Hard Skin* (p122) and the *dominant* attribute of the same name (p140). To avoid confusion, all probability numbers associated with dominant attributes have a 'D' - prefix (eg D016-030 *Atrophy* p139).

The probability numbers on the tables are repeated on the detailed description headers of the attributes. This will help you find the relevant attribute effects quickly. You may even find it more convenient to ignore the formal tables and use the descriptions as a 'super-table' of attributes and effects when generating a Chaos follower.

ATTRIBUTES AND COMMON SENSE

It is quite possible for a creature to gain a Chaos attribute more than once. When this happens, you can ignore the duplicated attribute and generate (or choose) another result from the table.

Alternatively, you may decide that the attribute has somehow become enhanced or altered by its repeated appearance. Many duplicated attributes are straightforward: *Multiple Arms, Multiple Heads* and the like can easily be repeated, giving the mutant a large number of arms, heads or whatever.

Other attributes may be a little more complicated and require some thought. In general any 'improvement' in an attribute should do no more than double one of its effects, or improve one effect. For example, a mutant which *Spits Acid* (p131) twice could have super-strong acid (S6, instead of S3), or a range of up to 10"/20 yards, but not both.

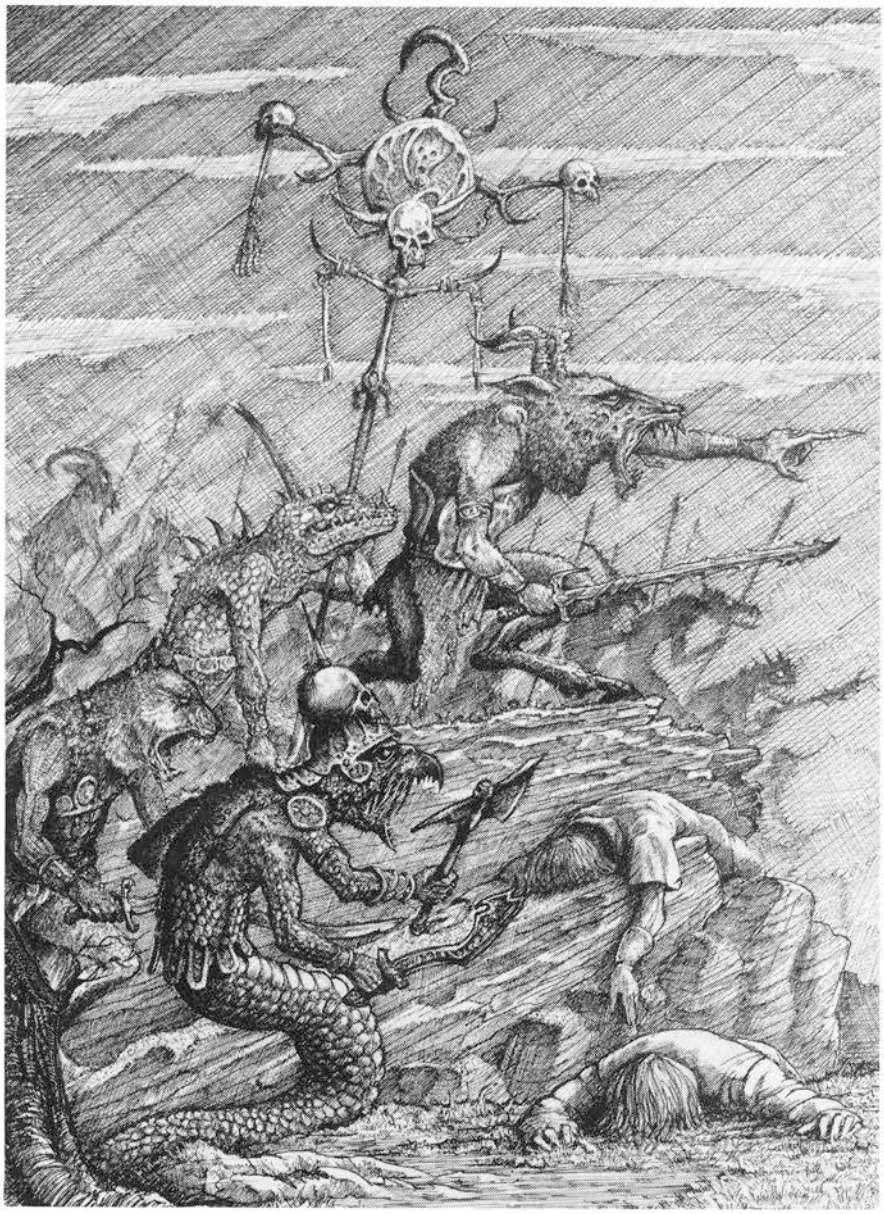
CHOOSING ATTRIBUTES

After randomly generating a few attributes, you may find that you have a good idea about the way you want a mutant to develop. Perhaps you want a profile to match the appearance of a particular model that you own. Or perhaps a new random attribute doesn't 'fit in' with a mutant's other attributes. Whatever the reason, you might find that only using the dice to 'design' a mutant is a bit limiting.

You need not stick to randomly generated Chaos attributes, especially when creating special creatures and personalities such as Daemons. After a few rolls you may have a good idea of how the mutant is going to look. From then on, choose attributes which make the mutant match this desired profile and appearance.

If you want to match a profile and attributes to the appearance of a specific figure (or unit of figures) in your collection, you will probably have to choose all its Chaos attributes.

It's very easy to chose attributes which do nothing except improve the mutant's profile and abilities: *Strength, Wings, Agile, Spits Acid, Poisonous Bite* etc. There's nothing to stop you doing this, but you may find games become boring when every creature is incredibly tough. It's far more interesting to have a battle with a few mutants who have weaknesses and failings: *Alcoholism, Moronic, Albino, Irrational Fear* and the like.



You may also feel that 'mutants of a feather flock together', and choose similar (but not identical) sets of attributes for the members of a Champion's warband.

The warbands of Khorne and Slaanesh given elsewhere in **Slaves to Darkness** (see pp152-157) were created by choosing some attributes: a few dice rolls to begin, and then the rest of the mutant's attributes were selected to produce interesting results.

FRACTIONAL CHARACTERISTICS

Some attributes give a bonus of +½ to a characteristic (usually *Toughness*), or divide characteristics. This can result in profiles with, for example, T4½, or T2½. Fractions should be retained unless you are told otherwise, but they have no effect on play. The characteristic is rounded down to the nearest whole number: a mutant with T2½ is treated as having a *Toughness* of 2 until it gains another attribute which raises T to 3.

MOBILITY

It is quite possible that a mutant with several attributes might end up with low-value characteristics (remember that if a Champion's *Intelligence, Leadership, Cool* or *Will Power* drops to zero he degenerates into a Chaos Spawn - see *Becoming a Chaos Spawn* p52). In particular, a creature's *Move* can be reduced by attributes (eg *Enormously Fat, Hopper* or *Atrophy*) and can end up as zero. Obviously, a mutant with M0 is incapable of movement under its own power, though it may still be capable of fighting to good effect.

Such a creature can still get about on the battlefield in a battle cart of some sort or on the back of some riding beast. Chaos Spawn, for example, can be used to good effect to carry or pull immobile Champions of Chaos. Mutants which are larger than man-sized may, however, have difficulty in finding a mount large enough to carry them.

In **Warhammer Fantasy Battle** games, an immobile mutant can be provided with some sort of conveyance built according to the chariot rules (**WFB** p118). The vehicle that carries a larger than man-sized mutant must always count as a wagon (**WFB** p119) even if it only has two wheels, and must conform to all the rules concerning wagons. The cart/chariot that the otherwise immobile mutant uses must be paid for in full at the normal points cost (**WFB** p121).

Immobile mutants in **Warhammer 40,000** games can be provided with vehicles of any type at the appropriate points cost. Such vehicles can be fitted with any extra equipment desired as long as this is paid for in full.

Of course, it is also possible that a creature is so enfeebled by its accumulated Chaos attributes that it can no longer move, fight or defend itself. Such a weakling is eaten by its former comrades, or left to its own devices in the Chaos Wastes. There it quickly falls prey to the numberless packs of howling Chaos Spawn. Those no longer able to serve Chaos in their own right on the battlefield can still make a contribution to the success of others.

MUTANTS, UNIT STANDARDS AND MUSICIANS

Creatures greatly marked by Chaos often inspire great pride and affection in their fellows. A particularly impressive-looking or striking mutant (or one with awesome powers and abilities) may come to hold a special position in a unit of mutants. In **Warhammer Fantasy Battle** games with mortal (though chaotic) troops, such a creature acts as a regimental standard, inspiring his comrades by his mere physical presence and obvious devotion to Chaos. A unit of mutant creatures need not have a mutant as its standard, but can have an ordinary standard in his place.

When using dominant attributes all the models in the unit will be affected to a greater or lesser degree. If the unit has one of the attributes given below one figure should be designated as having fully developed all the attributes common to his fellows. This figure is the standard for the unit. When personal attributes are used, the members of a unit need not be even vaguely similar. A mutant can be designated as a unit standard because of his unique qualities, at the normal additional points cost.

Mutants with *Breathe Fire, Brightly Patterned Skin, Chaos Lord, Growth, Hideous Appearance, Horns, Magician, Manic Fighter, Massive Intellect, Mechanoid, Metal Body, Pseudo Daemonhood* or *Weapon Master* attributes can all act as standards.

A unit can only have one mutant-standard who acts as an ordinary standard bearer. Once the figure is removed as a result of the unit taking casualties the standard is lost. It cannot be captured by the enemy, recaptured by the unit or have any further effect on the battle. The mutant-standard does count as captured when determining victory at the end of the game or campaign.

Mutants with *Enormous Noise, Overgrown Body Part (Head)* or *Uncontrollable Flatulence* can act as regimental musicians if the owning player wishes. The additional points cost must be paid in full.

FEAR POINTS

Attributes are the unnatural mark of Chaos, the sign that the Chaos gods have been at work, changing and warping to their own unclean ends. As a result, many normal living creatures are deeply uneasy in the presence of anything or anybody tainted by Chaos. The more a creature is changed the more unease and loathing is caused by its presence. This is measured in *fear points*.

Each attribute has been assigned a *fear point* value, listed on the table and repeated in the relevant description. You should keep track of the *fear points* that a mutant has accumulated as its profile is changed by its Chaos attributes. The total reflects the horrific appearance of the creature and determines the *psychological* effects that the mutant causes in those who encounter it.

Often a mutant creature will cause *psychological* effects in its own right, without considering the *fear point* effect of attributes. These are in addition to, or a replacement of, any effects caused by accumulated *fear points*.

For example, a Champion of Khorne with the *Face of Khorne* (p47) causes *fear* 6"+1/*terror* in living creatures without considering the effects of any attributes.

Fear Points	Effects
-1 to -5	Reduce any *fear* effects caused by the mutant by one increment. Lose all 'plusses' and ranges of *fear* effects, due to the ridiculous and unthreatening appearance of the mutant. 'Ordinary' *fear* becomes '*fear* -1' (with a -1 bonus to the tester's dice roll).
0-4	No effect.
5-10	The mutant causes *fear* in all living creatures. The mutant itself is immune to *fear*, except when this is caused by Daemons or deities.
11-15	The mutant causes *fear* 6"+1/*terror* in all living creatures, and is immune to such effects except when caused by Daemons or deities.
16+	The mutant causes *fear* 6"+2/*terror* in all creatures other than Daemons and deities. It is immune to such effects except when these are caused by Greater Daemons and deities.

PERSONAL CHAOS ATTRIBUTES

The easy path of Chaos leads swiftly to power as the Champion advances in his chosen master's favour. But there is a price to be paid: the exactions of the Dark Powers are taken from the Champion's body and mind. His frame twists and contorts to echo the warp of Chaos and only the most favoured, or the most fortunate, can survive these terrible gifts without degenerating into mindless Spawn and running heedlessly with the Chaos packs.

Below are listed the Personal Chaos attributes applied to individual Champions and mutants. Dominant attributes for units of Chaos followers are listed on page 138.

PERSONAL ATTRIBUTES TABLE

D1000	Personal Attribute	Fear Points	Page
001-005	Acid Excretion	1	114
006-010	Additional Eye	1	114
011-015	Agility	0	114
016-020	Albino	0	114
021-025	Alcoholism	0	114
026-030	Atrophy	0	114
031-040	Beaked	1	114
041-175	Bestial Face	1	115
176-180	Beweaponed Extremities	1	115
181-185	Big Ears	0	115
186-190	Bird's Feet	0	115
191-195	Black Skin	1	115
196-200	Blood Rage	0	115
201-210	Blood Substitution	(3)	117
211-215	Breathes Fire	1	117
216-220	Brightly Patterned Skin	0	117
221-225	Bulging Eyes	0	117
226-230	Burning Body	3	118
231-240	Chaos Lord	variable	118
241-250	Chaos Spawn	variable	118
251-260	Chaos Were	2	118
261-270	Cloud of Flies	0	118
271-280	Cloven Hooves	0	118
281-285	Cowardice	0	118
286-290	Crest	0	118
291-305	Crossbreed	1	119
306-315	Crown of Flesh	1	120
316-320	Crystalline Body	2	120
321-325	Dimensional Instability	0	120
326-330	Duplication	two totals	120
331-335	Elastic Limbs	0	120
336-340	Enormously Fat	0	120
341-345	Enormous Noise	0	120
346-355	Evil Eye	1	120
356-365	Extra Joints	0	120
366-370	Extremely Thin	0	120
371-380	Eyestalks	1	120
381-390	Fangs	1	121
391-395	Fast	0	121
396-400	Fear of Blood	0	121
401-405	Feathered Hide	0	121
406-410	Featureless Face	1	121
411-415	Fits	0	121
416-420	Flaming Skull Face	1	121
421-425	Furry	0	121
426-440	GM's Choice	variable	121
441-450	Growth	1/2/3	121
451-455	Headless	1	121
456-460	Hideous Appearance	10	121
461-465	Hopper	0	123
466-475	Horns	1	123
476-480	Horrible Stench	0	123
481-485	Huge Head	1	123
486-495	Hunchback	1	123
496-500	Hypnotic Gaze	0	123
501-505	Illusion of Normality	(1)	123
506-510	Invisibility	(2)	123
511-515	Iron Hard Skin	1	123
516-525	Irrational Fear	0	124
526-535	Irrational Hatred	0	124
536-540	Levitation	(2)	124
541-550	Limb Loss	0	124
551-560	Limb Transference	1	124
561-565	Long Legs	1	124
566-570	Long Neck	0	125
571-575	Long Nose	0	125
576-580	Long Spines	1	125
581-585	Mace Tail	0	125
586-590	Magic Immune	0	125
591-595	Magic Resistant	0	125
596-600	Magician	0	125
601-605	Mane of Hair	0	125
606-610	Manic Fighter	0	125
611-615	Manikin	2	125
616-620	Massive Intellect	0	125
621-630	Mechanoid	2	126
631-635	Mercreature	1	126
636-640	Metal Body	3	127
641-645	Mindless	0	127
646-655	Moronic	0	127
656-665	Multiple Arms	0	127
666-675	Multiple Heads	1	127
676-680	Multiplication	(3)	127
681-685	One Eye	0	128
686-700	Overgrown Body Part	1	128
701-705	Pin Head	1	128
706-715	Plague Bearer	1	128
716-720	Pointed Head	0	129
721-725	Poisonous Bite	0	129
726-730	Powerful Legs	0	129
731-735	Prehensile Tail	0	129
736-745	Pseudo-Daemonhood	5	129
746-750	Puny	0	129
751-755	Quadruped/Biped	0	129
756-760	Rapid Regeneration	0	129
761-765	Razor Sharp Claws	0	129
766-770	Rearranged Face	1	130
771-775	Regeneration	0	130
776-780	Resilient	0	130
781-790	Rotting Flesh	1	130
791-795	Scaly Skin	1	130
796-805	Scorpion Tail	1	130
806-810	Short Legs	0	130
811-820	Shrink	-1/-2/-3	130
821-825	Siamese Twin	1	131
826-830	Silly Voice	-1	131
831-835	Silly Walk	-1	131
836-840	Skull Face	1	131
841-845	Snake Tail	1	131
846-850	Spits Acid	0	131
851-855	Strong	0	131
856-860	Suckers	1	131
861-865	Tail	0	131
866-880	Technology	1	132
881-885	Telekinesis	0	133
886-890	Teleport	0	133
891-895	Temporal Instability	0	134
896-920	Tentacles	1	134
921-925	Transparent Skin	3	134
926-930	Uncanny Resemblance	0	134
931-940	Uncontrollable Flatulence	0	134
941-945	Vampire	2	134
946-950	Vividly Coloured Skin	0	135
951-955	Walking Head	1	135
956-960	Warp Frenzy	(5)	135
961-965	Warty Skin	0	135
966-970	Weapon Master	0	135
971-975	Wings	1	135
976-985	Zoological Mutation	variable	136
986-000	Invent Your Own	variable	136

Attributes with a range of *fear points* or the notation 'variable' can have differing degrees of severity.

A mutant with the Chaos attribute of *Duplication* splits into two separate beings, hence the note of 'two totals'.

Fear points given in brackets only come into effect when the attribute is used or becomes apparent to the mutant's opponents.

A full description of the effects of each attribute can be found on the listed page.

PERSONAL CHAOS ATTRIBUTE DESCRIPTIONS

001-005 ACID EXCRETION

The mutant sweats an extremely potent acid. Increase *Toughness* by +½ and add one to the mutant's *fear point* total.

Any creature in combat with the mutant suffers one **S**5 hit from the acid during every turn it fails to hit the mutant. Non-magical weapons striking the mutant cause normal damage on the first wounding blow, but are then destroyed. Non-magical armour and shields will give normal protection against one attack from the mutant, but are then destroyed. Magical weapons and armour are unaffected by the acid. The mutant may not wear non-magical armour or use non-magical weapons.

006-010 ADDITIONAL EYE

The mutant grows an extra eye. Chaos Armour will change to accommodate this, but other helmets will have to be adapted or specially made. The mutant also gains one *fear point* as a result of its extra eye.

011-015 AGILITY

The mutant becomes extraordinarily agile (*Initiative* +3/+30).

016-020 ALBINO

The mutant is weakened and enervated. Its skin becomes a dead white skin and it develops glowing red eyes. Reduce **T** by -½.

021-025 ALCOHOLISM

The mutant's behaviour is unstable and unpredictable. Even when it can't find anything to drink its metabolism is capable of producing its own alcohol! Its gait becomes an extended stagger (reduce **M** by one).

Roll a D6 at the beginning of each full game turn. On a result of 6 the mutant is under the influence. Each player then rolls a further D6 at the start of his own turn, and on a roll of 5 or 6 has control of the mutant for his turn.

If a player rolls a 1 the mutant staggers in a random direction (use a D12 clockface) rather than being moved with purpose. On any other result the mutant stands still, unable, in its drunken haze, to comprehend what is going on around it.

This attribute may lead to game turns in a battle when a mutant is moved twice, once during each player's turn. The mutant staggers backwards and forwards between the battlelines, attacking friends and enemies alike.

026-030 ATROPHY

One or more parts of the mutant's body become shrivelled and atrophied. As a result, the mutant loses the use of part of its body. Roll a D6 to determine how many parts atrophy:

D6	Result
1-3	one
4-5	two
6	three

Reduce *Initiative* by -½/-5, and *Toughness* by -½ per area affected.

Roll the appropriate number of D6 to determine which areas are affected:

D6	Part
1	**Head** The mutant's brain shrinks as its head atrophies (**Int** -2/-20), and it becomes subject to *stupidity*. The mutant must make an *Cool* test every time it does something that requires the least thought: fighting, running, moving through a doorway etc. Failure indicates that the mutant stands still, trying to work out what happens next. Mutants with animal *Intelligence* (**Int** 4) or less cannot use weapons. Note that some **WH40K** devices require a higher minimum **Int** on the user's part.
2-4	**Arm** An arm becomes useless. The mutant loses one *weapon* or *claw* attack (**A** -1). If both arms are atrophied the mutant may only use *stomp*, *tail*, *gore* or *bite* attacks. Reduce the mutant's *Attacks* to reflect this state of affairs.
5-6	**Leg** Divide the mutant's *Move* by two. If the mutant has only one remaining leg it can only hop (divide **M** by three). If all the mutant's legs are atrophied it cannot move without assistance or transport of some kind (**M**=0) - see *Mobility* (p110). The mutant loses any *stomp* attack(s) it has if one or more of its legs is atrophied.

031-040 BEAKED

The mutant has a beak, such as that of a bird, octopus or platypus although its other facial features remain unchanged. For example, it retains any eyestalks, or similar facial mutations. This beak gives an additional *bite* attack (**A** +1). It also increases the mutant's *fear point* total by one.

041-175 BESTIAL FACE

The mutant's face becomes identical to that of some sort of beast. The mutant's *fear points* are increased by one.

Determine the nature of the mutant's new face by rolling a D10 and consulting the table below:

D10	Face type
1-2	The mutant gains the face of the Beast of its patron Chaos Power; for example, the face of a Fleshhound of Khorne (see p47) or the face of a Beast of Nurgle (see **The Lost and the Damned**). Alternatively, followers of Khorne may have dog-like faces (*bite* attack, **A**+1).
3-9	The mutant's visage alters into that of a goat and it gains a *gore* attack (**A** +1).
10	Roll a D20 and consult the extended table below.

D20	Face	Effects
1	Ant	**A** +1, *bite* attack
2	Ape	Change in appearance only
3	Bat	**A** +1, *bite* attack *
4	Bear	Change in appearance only
5	Boar	**A** +1, *gore* attack
6	Bull	**A** +1, *gore* attack
7	Deer	**A** +1, *gore* attack
8	Dog/Wolf	**A** +1, *bite* attack
9	Dragon	**A** +1, *bite* attack; may *Breathe Fire* (p116) in place of *bite* attack
10	Eagle	**A** +1, *bite* attack **
11	Horse	Change in appearance only
12	Lion	**A** +1, *bite* attack
13	Rabbit	Change in appearance only***
14	Rat	**A** +1, *bite* attack *
15	Raven	**A** +1, *bite* attack **
16	Sheep/Goat	**A** +1, *gore* attack
17	Snake	**A** +1, *poisonous bite* (see *Poisonous Attacks* p9)
18	Spider	**A** +1, *bite* attack as Giant Spider (**WFB** p247, **WFRP** p245)
19	Tiger	**A** +1, *bite* attack *
20	Weasel	**A** +1, *bite* attack

* **WFRP**: *Night Vision* gained by mutant (see **WFRP** p54). For bat-faced mutants this is a bat-like 'sonar' ability.

** **WFRP**: *Excellent Vision* gained by mutant (see **WFRP** p50).

*** **WFRP**: *Acute Hearing* gained by mutant (see **WFRP** p46).

176-180 BEWEAPONED EXTREMITIES

The mutant's hands or paws are turned into ornate weapons marked with the rune of the mutant's patron Chaos Power. A creature without arms also suffers the effects of the *Quadruped/Biped* attribute (see p127).

Roll a D6 to determine type:

D6	Result
1-3	Blades
4-6	Maces

Add one to the mutant's *Strength* when it attacks with a *Beweaponed Extremity*, but reduce its *Initiative* by 1/10. The *armour saving throw* of the mutant's opponent should also be modified by -1 (eg a save of 5 or 6 becomes a save of 6). Having *Beweaponed Extremities* means that the mutant cannot use any other weapon types, including missile weapons.

WFRP: Treat the mutant's opponent as if it had one less *armour point* on every hit location. The mutant's *Dexterity* is reduced to zero.

Finally, add one to the mutant's *fear points*.

181-185 BIG EARS

The mutant has enormous ears: large versions of its original ears or those of an elephant, bat, rabbit etc.

WFRP: The mutant gains *Acute Hearing* (**WFRP** p46).

186-190 BIRD'S FEET

The mutant's legs and feet become birdlike. Increase *Toughness* by +½. If the mutant also has wings (regardless of whether these are the result of a Chaos attribute or natural) it gains two *claw* attacks (**A**+2). These additional attacks can only be used if the mutant is flying above an opponent.

191-195 BLACK SKIN

The mutant's skin becomes completely and unremittingly black, so that even light falling on the mutant vanishes into the depths of its darkened surface. Its eyes, however, turn milk-white and lose their pupils and irises. The mutant's sight is unaffected by this alarming change. The mutant's physiacl make-up is otherwise unchanged; only its colour is altered. Add one to the mutant's *fear points*.

WFRP: +20 to *hide* tests at night or in dark surroundings.

196-200 BLOOD RAGE

The mutant becomes subject to *frenzy* when it is within 12"/24 yards of a wounded creature, including itself. The *frenzy* lasts for 2D6 turns, even if there is no more blood to be seen. If there are no enemies in sight the mutant will attack a friend or ally unless it makes a successful *Cool* test. The test is repeated if the mutant slays its opponent. The mutant's **T** increases by one.

201-210 BLOOD SUBSTITUTION

The nature of the mutant's blood changes radically. Roll a D6 to determine the nature of the change:

D6 Blood Type

1-2 **Leeches or Maggots**
Increase the mutant's *Toughness* by +½. Whenever the mutant is wounded, a stream of squirming things (leeches or maggots) pours out of the wound. The mutant's opponent must make a successful **I** test to avoid the stream, or suffer one **S**1 hit on a roll of 4, 5 or 6 on a D6. This is repeated each turn; if the result of the D6 roll is a 1 the maggots/leeches are sated, and stop biting their victim. No further **S**1 hits are caused. If the creature affected by the leeches or maggots can remove any and all armour or clothing it wears, the mutant's 'blood' will have no further effect.

3 **Acid**
Increase the mutant's *Toughness* by one. Whenever the mutant is wounded, a powerful acid sprays out of the wound. Any opponents take a *Strength* 3 hit.

4 **Protoplasm**
Increase the mutant's *Toughness* by one. A translucent slime oozes from the mutant's wounds. When the mutant is reduced to zero *Wounds*, the slime coalesces into a single mass of protoplasm to fight on in its own right (**WFRP**: treat as an Amoeba p231). It is immune to all *psychological* effects and has the following **WFB** profile:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	0	3	5	3	3	3	0	0	0	0

5 **Molten Metal**
Increase the mutant's *Toughness* by two. Whenever the mutant is wounded, molten metal jets from the wound. Any opponents take one **S**3 hit. The molten metal will also ignite any *flammable* substances within a 2"/4 yard radius of the mutant. When the mutant is killed it will explode, causing one **S**4 hit to everyone within 5"/10 yards.

6 **Electricity**
Increase the mutant's *Toughness* by one. When the mutant is wounded by a metal weapon, the electricity in its bloodstream causes one **S**3 hit to its opponent. This increases to an **S**6 hit if the mutant's opponent is wearing metal armour.

Once the mutant is wounded add three to its *fear points*. This may result in a change in the psychological effects it causes in its opponents.

211-215 BREATHES FIRE

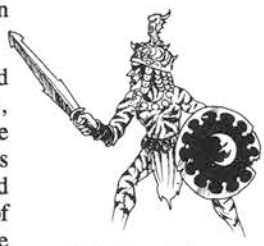
The mutant is able to *breathe fire* once per turn, but may not make any *bite* attacks in the same turn.

The mutant's fiery breath is cone-shaped (with the point touching the mutant's base), and all creatures within this area are automatically hit. All hits use the mutant's *Strength*. However, the number of hits caused to each creature in the cone, and the area of the cone, vary according to the size of the mutant:

Size	Length	Width	No. of Hits
Larger than man-sized	12"/24 yds	4"/8 yds	3
Man-sized	6"/12 yds	2"/4 yds	2
Smaller than man-sized	3"/6 yds	1"/2 yds	1

Add one to the mutant's *fear points*.

216-220 BRIGHTLY PATTERNED SKIN



The mutant's skin becomes brightly-coloured, with clashing or contrasting stripes, spots, or other patterns. Choose two or more contrasting colours, or use the colours and shades of the appropriate Chaos Power and consult the table below for the pattern.

Khorne, for example, favours patterns in black, red and gleaming brass; Slaanesh glories in soft pastel colours that soothe the eye and beguile the mind; followers of Nurgle are marked by hideous combinations of diseased and livid tones, suggesting illness and decay; Tzeentch favours no single pattern or regularity of colour.

Roll a D12:

D12	Pattern
1	Single colour spots
2	Multi-colour polka dots
3	Single/multi-colour squares
4	Dark zebra-like stripes
5	Multiple colour lozenges
6	Zig-zag stripes
7	Tiger stripes
8	Disruptive 'camouflage' pattern (though the actual colours may have quite the opposite effect to camouflage)
9	Single body colour, with the mutant's arms, legs and and face in any other contrasting colour
10	Body vertically divided into two equal halves, each of a different colour
11	Underside or front of the body in one colour, and the back in a contrasting shade
12	Roll D4 times and combine the results in the most outrageous manner possible; mutant followers of Tzeentch should roll D6 times, ignoring this result if generated again

If you have any appropriately painted models, you may use them and simply give the mutant a colour scheme to match the chosen model.

221-225 BULGING EYES

The mutant's eyes become large and frog-like. These uncanny protuberances give the mutant a bizarre appearance, but have no effect on its profile: its *ballistic skill* is unaffected, or example. Chaos armour will change to accommodate the mutant's eyes, but other helmets will have to be remade.

226-230 BURNING BODY

The mutant's body is wreathed in the flickering tongues of hellish flames, and burns with an unnatural light. Increase *Toughness* by one, and add three to the mutant's *fear point* total.

The hell-born fire causes an additional S4 hit every time the mutant strikes an opponent in hand-to-hand combat. Opponents in hand-to-hand combat subtract -2/-20 from their *to hit* throws as they attempt to avoid the terrible flaming heat. Furthermore, when an opponent does hit the mutant, roll a D6. On a result of 1, 2 or 3 the opponent takes one S2 hit from the flames as he moves in close in order to land his blow.

Finally, the mutant may only carry equipment which is of a magical origin or has been granted as a Chaos gift. All other objects touched by the mutant are consumed by its unearthly heat.

231-240 CHAOS LORD

The mutant is favoured by its patron Chaos Power. Firstly, the mutant is chosen to lead some of the numberless servants of Chaos, and is given two rolls on the *Retinue Table* (see *The Followers of Chaos* p60). If the mutant is a Champion of Chaos, these two rolls are in addition to any others which may normally be made.

There is also a chance that it is granted the following items as well. Roll a D6 for each item; on a result of 4, 5 or 6 the mutant receives the item in question:

1 Chaos Armour (see *The Magic of Chaos* p100).

2 One *magic level*, plus the associated spells, *magic points* and *power level*. Followers of Khorne receive a *Collar of Khorne* (see *The Magic of Chaos* p100) and a single Fleshhound (see *The Powers of Chaos* p27) instead of any such heretical magic powers.

3 A further D6 Chaos attributes. These new attributes may increase the mutant's *fear point* total.

4 A Daemon Weapon (see *The Magic of Chaos* p94).

Finally, on a roll of 4, 5 or 6 on a D6 the mutant's characteristics are changed as shown below. Roll separately for each characteristic.

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	+D4	+D4	+2	+1	+D3	+D4	+D3	+D3	+D3	+D3	+D3

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	+D4 x10	+D4 x10	+2	+1	+D3 x5	+D4 x10	+D3	+D3 x10	- x10	+D3 x10	+D3 x10

Dexterity and *Fellowship* are not affected by the *Chaos Lord* attribute.

241-250 CHAOS SPAWN

The mutant gains D6 additional Chaos attributes, and becomes a Chaos Spawn. See *Becoming a Chaos Spawn* (p52) for further information.

The mutant also becomes subject to *stupidity*, and its *fear point* total is increased to reflect its new attributes.

If you are generating a Champion of Chaos as part of an army, you may ignore this result and roll again for a different Chaos attribute.

251-260 CHAOS WERE

The mutant becomes a Chaos Were. It now has two forms, and you will need two models to represent the mutant.

Generate a random Chaos creature using the procedure set out under *'Instant' Chaos Spawn* (p65), but only give it D6 Chaos attributes. Keep a separate record of this creature, including a separate record of *fear points*, as it is the mutant's Chaos were-form.

The mutant is now subject to *frenzy*. When it becomes frenzied it must make a **WP** test or change into its were-form for the rest of the battle.

The mutant gains 2 *fear points* when it changes into its were-form. These points are added to the *fear point* total of the were-form, not the mutant's 'normal' *fear point* total. This may alter the *psychological* effects it causes in its opponents.

Chaos Weres can only wear Chaos Armour which change its shape to fit both 'normal' and 'were' forms. Other types of armour must be discarded.

Every time the mutant gains a new Chaos attribute the were-form also gains an attribute. This must be separately generated and therefore will rarely be the same for both forms.

261-270 CLOUD OF FLIES

The mutant is permanently surrounded by a great swirling mass of flies. Opponents in close combat with the mutant are at -1 on all *to hit* rolls, as the flies buzz into eyes, noses and mouths. The mutant is unaffected by his myriad tiny companions.

271-280 CLOVEN HOOVES

The mutant has cloven hooves instead of feet. It may not use any magical boots, but its profile and abilities are otherwise unaffected. Chaos Armour will change shape to accommodate the mutant's new appearance.

281-285 COWARDICE

The mutant becomes extremely cowardly (**Cl** x ½). A successful **Cl** test is required before it will charge. It is also subject to *fear* of any attackers who outnumber its unit or side. Character models with this attribute may not accept a *challenge* (see **WFB** p94).

286-290 CREST

The mutant's head is adorned with a crest. This can be a bird-like wattled or feathered crest, or a reptilian membrane. This attribute causes a change of appearance only: the mutant's profile and abilities are unaffected.

291-305 CROSSBREED

The mutant's entire frame changes, and it becomes a hybrid creature, a mixture of two species. Increase the mutant's *fear points* by one.

Roll a D6 (to determine the column used on the table below) followed by a D12 to determine the creature that the mutant merges with:

1ST DIE ROLL (D6)

1		2	
D12	**Result**	**D12**	**Result**
1	Bat, Giant	1	Cold One
2	Bear	2	Cold One Warhound
3	Beastman	3	Direwolf
4	Boar	4	Dragon
5	Carrion	5	Dwarf
6	Centaur	6	Eagle
7	Chaos Hound	7	Elf
8	Chaos Sorcerer	8	Fimir
9	Chaos Warrior	9	Frog, Giant
10	Chimera	10	Ghoul
11	Coatl	11	Giant
12	Cockatrice	12	Gnome

1ST DIE ROLL (D6)

3		4	
D12	**Result**	**D12**	**Result**
1	Goblin	1	Hydra
2	Gorgon	2	Jabberwock
3	Griffon	3	Leech, Giant
4	Halfling	4	Liche
5	Half Orc	5	Lizardman
6	Harpy	6	Mammoth
7	Hippogriff	7	Manticore
8	Hobgoblin	8	Minotaur
9	Hobhound	9	Mummy
10	Horse	10	Ogre
11	Human	11	Orc
12	Human Were	12	Pygmy

1ST DIE ROLL (D6)

5		6	
D12	**Result**	**D12**	**Result**
1	Rat, Giant	1	Warhorse
2	Skaven	2	Warhound
3	Skeleton	3	Wolf, Giant
4	Slann	4	Wyvern
5	Snail, Giant	5	Zoat
6	Snotling	6	Zombie
7	Spider, Giant	7-12	GM's Choice
8	Swarm		
9	Treeman		
10	Troglodyte		
11	Troll		
12	Vampire		

The profile of the newly hybrid mutant is the average of the profiles of the 'old' mutant and the randomly determined creature. Pairs of characteristics from the two profiles are added together and divided by two. The results can be rounded down to the nearest whole number or half. This new number is entered on the hybrid's profile.

For example, an Ogre has a *Move* of 6, while the 'old' mutant had a *Move* of 2. The new hybrid has M4 (6+2=8/2=4). Where a characteristic is 'missing' from a profile (or has no value) it is assumed to be zero when creating the crossbreed's average profile.

Its physical form also changes to a mixture of its 'parent' creatures. Roll a D6 and consult the table below for the mutant's head, upper body, lower body, each pair of arms and each pair of legs. The table indicates which of its two 'parents' the hybrid mutant resembles in that body part:

D6 Result

1-2 **Mutant parent**
The mutant's current form is dominant in this body area but it gains some of the features associated with the creature parent; eg a mutant-eagle crossbreed retains a human head, although this is beaked, or a mutant-Orc crossbreed retains its general form but its skin becomes green.

3-4 **Compromise**
The mutant develops an appearance that is a mixture of its two parents; eg a mutant-spider crossbreed gains a set of mandibles on a furry head, but retains a 'normal' pair of eyes and a nose.

5-6 **Creature parent**
The hybrid develops the appearance of its creature 'parent' in this area; eg when crossbreeding with a warhorse the mutant's legs become equine and hairy.

Alternatively, you can decide for yourself on the mutant's new appearance. This may be more appropriate than determining it randomly. For example a mutant-Swarm crossbreed might be a communal creature of millions of insects in the form of the mutant parent.

The hybrid mutant may retain all its Chaos attributes (and it keeps any Chaos gifts if it is a Champion of Chaos). However, you may 'start again' by randomly generating an equal number of new Chaos attributes for the mutant. These replace the attributes of the mutant 'parent', and are not in addition to any already possessed. This may alter the mutant's *fear point* total, and hence the *psychological* effects it causes. Creating a new set of attributes is entirely voluntary.

As far as is possible without Creating rules contradictions the mutant is subject to any special rules that applied to its creature 'parent'. For example, a wolf Crossbreed is subject to *panic* in the presence of fire. This general principle may have to be modified if the mutant's Final physical form does not conform to the creature's special rules. For example, a mutant-spider crossbreed will not benefit from the spider's *poisonous bite* if its head is that of its mutant 'parent'. Individual crossbreeds and their special rules will have to be considered on their own merits when generating mutants with this attribute. If in doubt as to Whether or not to apply a special rule: don't! This will save time and effort during games, as record sheets will not need to be consulted all the time.

306-315 CROWN OF FLESH

The mutant develops a ring of fleshy protruberances around his head. Roll a D8 to determine their type:

D8	Crown of	D8	Crown of
1	Fingers	5	Eyestalks
2	Ears	6	Toes
3	Noses	7	Thumbs
4	Tongues	8	GM's Choice

This attribute has no effect on the mutant's profile, although it does give the mutant one *fear point*. Chaos Armour will change shape to accommodate the mutant's new head decorations.

WFRP: The mutant can no longer wear a helmet, or other non-magical headgear.

316-320 CRYSTALLINE BODY

The mutant's body changes into a single living crystal. This is tough, but easily shattered: *Toughness* becomes 6, while *Wounds* become 1. Neither score is altered by subsequently acquired attributes unless an attribute alters the mutant's structure from crystal to another substance. The mutant gains two *fear points* from this attribute.

321-325 DIMENSIONAL INSTABILITY

The mutant is subject to *instability*. See **WFB** p206, **WFRP** p215 or *Dark Millennium* (p218) for **WH40K**.

326-330 DUPLICATION

The mutant splits into two entirely separate, but initially identical beings. From this point onward, each duplicate gains Chaos attributes, and possibly Chaos gifts, entirely without regard to its twin. Both of the new creatures retain their 'parent's' *fear point* total.

331-335 ELASTIC LIMBS

The mutant can stretch out its limbs at will up to 1+D6"/2+2D6 yards. It can make hand-to-hand attacks at this distance. Opponents may only strike back after making a successful *Initiative* test.

Chaos Armour will stretch with the limb to provide some protection. Other armour retains its normal shape, and the limb is treated as unarmoured when an opponent strikes back.

336-340 ENORMOUSLY FAT

The mutant becomes enormously fat and bloated. Divide *Movement by two*, add +1 to *Toughness* and reduce *Initiative* by -1/-10.

341-345 ENORMOUS NOISE

The mutant periodically produces a deafening sound: a wild, manic laugh, a mighty (and disgusting) breaking of wind, a crazed scream or wail, or any other noise that you may care to devise.

Each turn/round, roll a D6. A result of 6 indicates that the mutant has produced its distinctive sound.

The mutant's companions are, of course, entirely accustomed to the mutant's sound, but all other creatures within 6"/12 yards will be sufficiently startled to make all dice rolls that turn/round with a penalty of -1/-10 or +1/+10 as appropriate for the roll. There is no test to avoid this effect.

346-355 EVIL EYE

The mutant's gaze can place a curse on any creature which meets it. Any creature coming within 4"/8 yards of the mutant must make a successful **I** test or be unable to avoid meeting the mutant's gaze.

Creatures which meet its gaze have a penalty of -1/-10 or +1/+10 (as appropriate) to all dice rolls for as long as the mutant lives.

Increase the mutant's *fear point* total by one.

356-365 EXTRA JOINTS

The mutant develops extra joints in one or more of its limbs. These usually take the form of extra elbows or knees. Roll a D6 to determine which limbs are affected:

D6	Limb	Effect
1-3	Arms	**I** +1/+10
4-5	Legs	**M** +1
6	Arms and Legs	**I** +1/+10, **M**+1

366-370 EXTREMELY THIN

The mutant becomes a matchstick figure, impossibly thin and gangling. Divide *Toughness* by two.

371-380 EYESTALKS

The mutant has stalked eyes, similar to a crab. Increase the mutant's *fear points* by one.

WFRP: 10% of all head hits will sever an eyestalk, but cause no further damage; helmets provide no protection to the eyestalks.

381-390 FANGS

The mutant grows huge fangs, gaining a *bite* attack if it does not already have one (**A** +1). Increase *fear points* by one. Mutants with natural fangs only increase their *fear points*.

391-395 FAST

The mutant develops a remarkable turn of speed using its feet, wheels, tentacles, hooves or other strange motive apparatus. The mutant's *Movement* is increased by three but any move restrictions are retained.

396-400 FEAR OF BLOOD

If a *Wound* is caused within 6"/12 yards of the mutant it must make a **WP** test. If this is failed the mutant can do nothing for the remainder of that turn, as it falls to the ground in a dead faint.

401-405 FEATHERED HIDE

The mutant's hide is covered in feathers. The mutant also develops vestigial (and useless) wing membranes between arms and body.

406-410 FEATURELESS FACE

The mutant's facial features disappear, leaving an entirely blank face. Despite the lack of features, the mutant's senses are unimpaired. Increase the mutant's *fear points* by one.

411-415 FITS

The mutant may suffer mental seizures whenever it is within 12"/24 yards of a creature which it *fears*. On a result of 6 on the roll of a D6 the mutant falls to the ground, twitching and frothing as the the fit takes hold. On subsequent turns the mutant can make a *Will Power* test; success indicates that the fit has passed and the mutant is free to move and attack again.

416-420 FLAMING SKULL FACE

The mutant's head becomes a fleshless skull, surrounded by hellish flames. Add one to the mutant's *fear point* total.

Any unprotected flesh coming into contact with the flaming skull (if, for example, the mutant also has a *gore* attack from its horns) takes one S1 hit from the flames, and any *flammable* substance coming into contact with the skull is ignited.

421-425 FURRY

The mutant's body grows a covering of long, dense fur. If the mutant is naturally furry its features and shape are completely obscured by the mass of hair. This attribute only changes the mutant's appearance and has no effect on its profile or abilities.

426-440 GM'S CHOICE

The mutant receives any one Chaos attribute of the GM's choice. You may allow the player to choose if you wish. If you do not want to choose a mutation, simply re-roll this attribute.

441-450 GROWTH

The mutant grows to D3+1 times its original size. Its profile is affected as follows:

Growth	M	WS	S	T	W	I	FP
x2	x1½	-	+2	+1	x1½	-1	1
x3	x2	-1	+3	+2	x2	-3	2
x4	x2½	-2	+4	+3	x2½	-5	3

WFRP: *Weapon Skill* and *Initiative* scores are reduced by ten times the amount shown for **WFB** (eg -1 becomes -1, -5 becomes -50). The other modifications are as listed.

Chaos Armour changes to accommodate this attribute. Other armour must be discarded and new gear of appropriate size acquired.

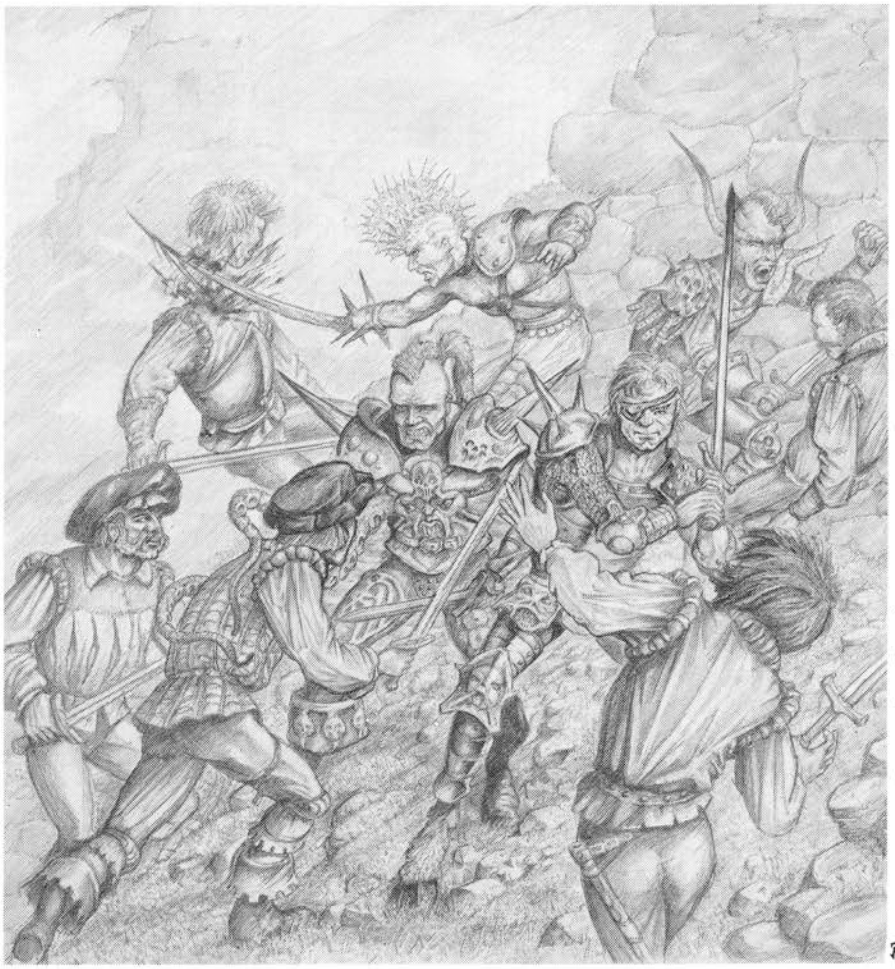
451-455 HEADLESS

The mutant is headless, having its face situated on its chest. Its facial features are unchanged by this attribute, but this extremely unnatural appearance increases the mutant's *fear points* by one. The mutant may only wear Chaos Armour. All other armour must be discarded or remade.

WFRP: All head hits should be treated as body hits. You may wish to apply penalties to some skills due to the improbable location of the mutant's facial features.

456-460 HIDEOUS APPEARANCE

The mutant's appearance changes for the worse and it becomes indescribably terrifying, an eldritch and sanity-blasting horror that washes away any tenuous hold on reality possessed by those who are unlucky enough to see it. In short, the mutant is vile beyond all mortal comprehension. Add ten *fear points* to its current total.



461-465 HOPPER

One of the mutant's legs becomes huge and powerful, while the rest waste away to nothing. The mutant may only move by hopping. Divide its *Movement* by three, rounding fractions to the nearest whole number.

466-475 HORNS

The mutant's head grows horns, and it gains a *gore* attack if it does not already have one (**A** +1). The mutant also gains one *fear point*. As the horns develop they often twist together into a likeness of the symbol of the mutant's Power, marking the creature as a servitor its Chaos lord.

Chaos Armour will change to accommodate this attribute, but other headgear must be discarded.

476-480 HORRIBLE STENCH

The mutant emits a terrible smell, a combination of halitosis, flatulence and unwashed flesh that is without equal, with a range of D6"/D6x2 yards.

The stench affects all living creatures within this range, who make all dice rolls at a -1/-10 or +1/+10 penalty (as appropriate for the dice roll) until they are out of range.

The stench persists even when the mutant is killed, so the model should be left on the battlefield if it becomes a casualty. It should be placed on its side to indicate that it is dead.

The mutant's comrades are entirely unaffected by the smell - indeed, they are quite proud of it. *Rout* tests have a +2 bonus due to their pride in this horrendous smell.

481-485 HUGE HEAD

The mutant has an unnaturally huge head. Increase its *fear points* by one.

WFRP: 20% of all body hits, and 10% of all arm hits, actually hit the head instead. The mutant may only wear a helmet which is part of a suit of Chaos Armour.

486-495 HUNCHBACK

The mutant has a grossly hunched and twisted back. While this looks grotesque and gives the mutant one *fear point*, it has no effect on its profile. Chaos Armour will change to accommodate this Chaos attribute - other armour must be discarded or remade.

496-500 HYPNOTIC GAZE

The mutant may fix its gaze on one opponent within 6"/12 yards, although this victim may make a **WP** test to avoid eye contact.

If the test is failed the victim is fixed to the spot, and may not move or perform any other actions. This lasts as long as the victim is held by the mutant's stare. Once the mutant gazes at another target, the victim must make a successful **WP** test to be able to act normally again.

501-505 ILLUSION OF NORMALITY

The mutant appears to be a completely normal member of its original species or race. Only when hand-to-hand combat commences is its true nature revealed. It is then, for example, that any *fear* effects come into play. Increase the mutant's *fear point* total by one, to reflect the frightening nature of the change that comes over it.

506-510 INVISIBILITY

The mutant can become invisible at will. While the mutant is invisible the GM must keep track of its position on a map of the battlefield, recording its moves in secret. An invisible mutant is still subject to all game rules (it cannot move through a unit for example) and its own attributes and abilities (mutants are still subject to *psychological* effects, even if they can't be seen). An invisible mutant cannot cause *fear*.

The mutant must become visible in order to attack (gaining two *fear points* when it does so, due to its sudden appearance). It may even attempt to strike an opponent in hand-to-hand combat and then become invisible immediately. Its opponent must make a successful *Initiative* test to strike back or suffer a penalty of -4/-40 when hitting the invisible mutant.

511-515 IRON HARD SKIN

The mutant's skin is covered in tiny overlapping iron and steel scales attached to one another by rivets marked with the rune of the mutant's patron Chaos Power. Increase its *fear points* by one.

This metallic scaly skin gives the mutant a bonus of +3 to its *armour saving throw* (eg a save of 5 or 6 becomes a save of 2, 3, 4, 5 or 6).

WFRP: The mutant has an extra five **AP** on each location.

516-525 IRRATIONAL FEAR

The mutant is subject to *fear* of one or more things, without any readily apparent reason. Roll a D6 to determine how many different things cause *fear* in the mutant:

D6	Result
1-3	1
4-5	D4
6	D6

Then roll a D6 to determine the extent of the mutant's *fear*:

D6	Result
1-4	*Fear*
5-6	*Fear* +2/*Terror*

Finally, roll D100 to determine the object(s) that cause the mutant's *fear*:

D100	Result
01-30	GM's choice
31-37	Humans
38-45	Elves
46-52	Dwarfs
53-57	Anything larger than itself
58-68	Creatures of Good alignment
69-78	Wizards
79-80	Goblins
81-82	Orcs
83-84	Winged Creatures
85-94	Items/creatures of a particular colour (GM's choice)
95-96	Loud Noises
97-98	Reptiles
99-00	Insects

526-535 IRRATIONAL HATRED

The mutant *hates* one or more things, to the exclusion of all other emotions about those objects.

Determine the number and type of things that the mutant *hates* by using the tables given under *Irrational Fear*, above. Rather than being subject to *fear* of the randomly determined objects, the mutant *hates* them. Ignore the table which gives the extent of a mutant's *fear*.

536-540 LEVITATION

The mutant may levitate at will. Add two to the mutant's *fear points* when it does so, reflecting the uncanny nature of this ability. This may alter the *psychological* effects that the mutant causes in its opponents.

Throw 2D10 to determine the mutant's number of *levitation points*. These are used when levitating by the mutant, at the following rates:

Action	Cost
Rising 1"/2 yards	1
Falling up to 3"/6 yards	Free
Each 3"/6-yard fall thereafter	2
Moving horizontally 1"/2 yards	3
Remaining stationary above the ground	1

If the mutant runs out of *levitation points* while in flight, it will plummet to the ground. The mutant takes one hit, with a *Strength* equal to the number of inches fallen; eg a 4" fall gives an S4 hit (**WFRP**: See p75 for falling rules). *Levitation points* are regained by meditation in the same way as *magic points*.

541-550 LIMB LOSS

The mutant loses one or more limbs. Roll D6 to determine:

D6	Limb(s) Lost	Effects
1	Both/all Arms	No *weapon* or *claw* attacks possible; no shield
2	Both/all Legs	M 0 unless carried (see *Mobility* p110)
3-4	One Arm	Equal chance of weapon arm or shield arm
5-6	One Leg	M x ½

Mutants with one arm cannot use bows, crossbows, arquebuses and so forth.

WFRP: Losing one or both arms will affect **Dex** and manual skills; losing one or both legs will affect movement skills. The GM should impose penalties as appropriate, taking into account the number of remaining limbs and any other relevant points.

551-560 LIMB TRANSFERENCE

One or more parts of the mutant's anatomy have been moved to new locations on the mutant's body. Roll a D6 to determine how many parts have been moved:

D6	Number
1-4	1
5	2
6	D4

Roll a D10 to determine which parts are affected:

D10	Body Part
1-2	Head
3	Eyes
4	Mouth
5-7	Arm/Hand
8-0	Leg/Foot

Roll a D10 again to determine where they are moved to:

D10	Location	D10	Location
1	Head	6	Groin
2	Chest	7	Elbow
3	Back	8	Knee
4	Stomach	9	Hand
5	Hip	10	Foot

The mutant gains one *fear point* as a result of this attribute.

561-565 LONG LEGS

The mutant has exceptionally long legs. Increase its *Movement* and its *fear point* total by one each. Chaos armour will change to match this attribute; other armour must be discarded.

566-570 LONG NECK

The mutant has a long giraffe-like neck. This attribute only affects the mutant's appearance and does not change its profile or abilities - except perhaps to increase its chance of seeing models hidden behind walls or hedges. The model may ignore the line of sight effects of walls and hedges.

WFRP: Any critical hit to the head has a 25% chance of severing the neck.

571-575 LONG NOSE

The mutant has a long, protruding nose or snout. You may wish to improvise some rules to reflect the mutant's exceptionally keen sense of smell (such as a chance of detecting hidden opponents when the mutant is downwind of them); *Concealment* skills could be ignored, for example.

576-580 LONG SPINES

The mutant has long spikes or spines growing from its body. Increase its *fear point* total by one. On a throw of 1 on a D6 the spines are also *poisonous* (see *Poisonous Attacks*, p9). The mutant may only wear Chaos Armour.

Any opponent in hand-to-hand combat must make an *Initiative* test each turn/round or take an automatic S1 hit from the spines (the mutant's *Strength* +1 if the spines are *poisonous*).

581-585 MACE TAIL

The mutant has a long, flexible tail with a mace-like bony tip, similar to a Fimir or dinosaur tail.

Unless it already has one, the mutant gains an extra *tail* attack (A+1). This *tail* attack is made at the mutant's *Strength* plus one.

586-590 MAGIC IMMUNE

Magic has no effect upon this mutant. It automatically passes any *Will Power/magic* test required as a result of spells cast against it. A save may also be made against magic not normally allowed a saving throw, although this is not automatically successful. Magic and enchanted weapons (other than Daemon Weapons but including Chaos Weapons) are treated as non-magical when used against the mutant.

591-595 MAGIC RESISTANT

The mutant has a +2 bonus to its *Will Power* for any test required as a result of spells cast against it. A save may also be made against magic not normally allowed a saving throw, though this 'extra' save is made without any bonus.

WFRP: The mutant has a +20 bonus to all *magic* tests.

596-600 MAGICIAN

The mutant is granted magical powers. It receives one *magic level*, plus the associated spells (determined randomly or chosen from any list), *magic points* and *power level.*

If the mutant is *Mindless* or *Moronic* it still receives its magical powers, but it may not be capable of using them! The mutant's Chaos Power just happened to be in a humourous, if fickle, mood.

Followers of Khorne can receive these magical powers, but their use earns Khorne's great disfavour.

601-605 MANE OF HAIR

The mutant has an enormous mane of hair, similar to that of a lion or horse. This mane has no effect on its profile or fighting abilities. Helmets, other than those attached to Chaos armour, must be discarded. the mutant may shave its mane so that it may wear a helmet.

606-610 MANIC FIGHTER

The mutant *hates* any enemy unit or model that comes within 12"/24 yards of it. It need never make a *rout* test as a result of hand-to-hand combat (**WFRP**: or be forced to leave combat).

611-615 MANIKIN

Most of the mutant's facial features atrophy and disappear, until only the mouth is functional. Meanwhile, a miniature body sprouts from the mutant's forehead or crown. This manikin torso is perfect in every detail, with its own arms, head and face.

This miniature torso and head do all the talking for the mutant, and the lower mouth in the atrophied face is used only for eating. Further facial attributes can be applied to the manikin or the mutant's atrophied face as appropriate.

The mutant gains two *fear points* as a result of this mutation.

WFRP: 25% of head hits are on the manikin, which has 10% of the mutant's *Wounds*. The mutant cannot survive the destruction of its manikin.

616-620 MASSIVE INTELLECT

The mutant is gifted with outstanding mental activity and its *Intelligence* is enhanced (**Int** +2/+20).

621-630 MECHANOID

The mutant becomes a creature of metal or has mechanical parts substituted for some or all of its natural limbs and organs. Increase the mutant's *fear point* total by two.

Roll D6 to determine the extent of the mutant's mechanical changes:

D6	Result
1-3	Completely mechanical: the mutant is a robot. Apply all the effects given below (**WS** +1, **S** +4, **T** +2, **A** +1, *bite* attack; **WFRP**: *Dexterity* +20) and roll to determine the nature of the mutant's new 'legs'.
4-6	Partially mechanical: roll a D4 to determine how many body parts are affected, then a D10 to determine each part:

D10	Part	Effects
1	Head	**A** +1, *bite* attack
2	Body	**T** +2
3-5	Arms	**S** +2, **WS** +1/+10
6-7	Hands	**S** +2, **Dex** +20
8-0	Legs	See below

If the mutant gains new 'legs' as a result of this attribute, roll a D6 and consult the table below:

D6	Replacement
1-3	**Legs** The mutant's new legs are simply more efficient mechanical replacements of its original limbs (*Movement* +1).
4	**Wheels** The mutant's lower limbs are replaced by wheels. Roll 2D6 to determine the mutant's new *Movement*. When moving in *difficult ground* or *very difficult ground* the mutant can not move any further than 4"/8 yards. Furthermore, roll a D6 on every turn spent in such terrain: a result of 6 indicates that the mutant has become stuck and cannot move of its own accord for the rest of the battle. Horses, Giants, beasts of war or other similar creatures may be used to pull the mutant free. This takes D4 turns once the creature is in base-to-base contact with the mutant. Finally, the mutant is incapable of crossing *linear obstacles* or climbing stairs.
5	**Hoverer** The mutant floats around at anything up to a height of 1"/2 yards, held aloft by arcane and esoteric technological forces (thruster jets and anti-gravity generators). Roll 2D4 to determine the mutant's new *Movement*. The mutant may move through *difficult ground* and cross *linear obstacles* without any movement penalty. Movement through *very difficult ground* is penalized as for any other model.
6	**Tracks** The mutant's lower limbs are replaced by tracks. Roll 2D6 to determine the mutant's new *Movement*. When moving in *very difficult ground* the mutant can move no further than 4"/8 yards. Furthermore, roll a D6 on every turn spent in such terrain: a result of 6 indicates that the mutant has become stuck and cannot move of its own accord for the rest of the battle. Horses, Giants, beasts of war or other similar creatures may be used to pull the mutant free. This takes D4 turns once the creature is in base-to-base contact with the mutant. The mutant can cross *linear obstacles* in the same manner as other models, and is capable of climbing stairs.

Mechanoid body parts are assumed to be armoured. If the mutant is completely mechanical it has an *armour saving throw* of 4, 5 or 6. If it is only partially mechanical it has an *armour saving throw* of 5 or 6. If the mutant already has a better save, it gains +1 to its *armour saving throw* (to a maximum save of 2, 3, 4, 5 and 6).

The mutant's new mechanoid form is a copy of its old biological body. Any armour the mutant possesses can still be worn.

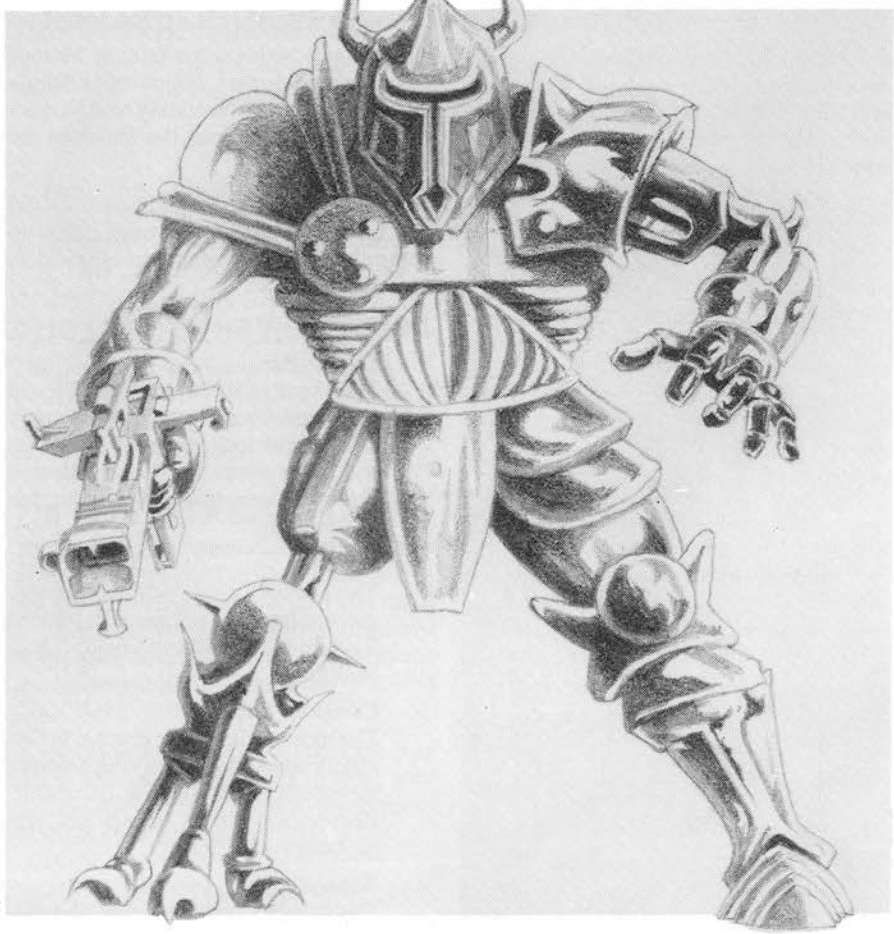
WFRP: the mutant has two **AP** on each mechanical location. *Critical hits* to a mechanical location are only fatal when on the head or body. Amend the *critical hit* descriptions accordingly.

Further Chaos attributes have full effect on a *Mechanoid* mutant.

631-635 MERCREATURE

Instead of legs/rear legs the mutant has a scaly fishlike tail. It also has gills as well as lungs, and can breathe underwater. The mutant is able to swim using its full *Move*, but **M** on land is reduced to 1. However, the mutant can cross bodies of water (such as moats, streams, rivers and lakes) without penalty. The mutant's other characteristics are unaffected.

Increase the mutant's *fear points* by one.



636-640 METAL BODY

The mutant is made up of living metal - a marvellous contrivance of gold, steel and silver. Divide **WS** and **BS** by two and increase *Strength* by three. The mutant's *Toughness* becomes seven. It also gains three *fear points*.

The mutant is immune to fire-based and cold-based damage, and cannot be hit by non-magical weapons. Electrically-based attacks (such as *Lightning Bolt* spells) cause twice as many hits as normal.

The mutant may still receive attributes, including *621-630 Mechanoid*, which replaces its living metal body with a machine-like construction.

641-645 MINDLESS

The mutant becomes a total automata, obeying every command of whoever holds sway over it (its **Int** becomes zero).

It can no longer use weapons of any type, and any spellcasting abilities are lost (even those gained as the result of other rewards or attributes). Furthermore, it can no longer act as a unit or warband leader - command passes to the next most able individual. The mutant becomes immune to all *psychological* effects, no matter what their cause.

A Champion of Chaos who becomes *Mindless* automatically turns into a Chaos Spawn. See *Becoming a Chaos Spawn* (p52).

646-655 MORONIC

The mutant's mind shrinks (**Int** -2/-20) and it becomes subject to *stupidity*. It must make a **Cl** test when doing anything that requires the least thought: fighting, running, going through a doorway. Failure means that the mutant stands rooted to the spot, trying to work out what is going on.

If the mutant's *Intelligence* is 4 or less it cannot understand or use weaponry. As a result it cannot make *weapon* attacks.

656-665 MULTIPLE ARMS

The mutant grows extra arms (**A** +1, **T** +½ per extra arm). Roll a D6 to determine how many arms the mutant gains:

D6	Arms
1	One
2-4	Two
5	Three
6	Four

An arm may be used to carry a shield or a weapon - no mutant may carry more than two shields. Each shield reduces the mutant's *armour saving throw* by one (eg a save of 5 or 6 becomes a 4, 5 or 6). **WFRP**: each shield counts as an **AP** on every location, in addition to other armour worn.

666-675 MULTIPLE HEADS

The mutant grows one or more extra heads (**T** +½ per head). Roll a D6 to determine how many:

D6	Heads
1-5	One
6	Two

The mutant always has at least as many *Attacks* as it has heads: ie, if necessary, increse the mutant's *Attacks* to match its number of heads; do *not* reduce its **A** score if this is already greater than the number of heads. In addition, increase its *fear point* total by one.

Subsequent Chaos attributes can affect the mutant's heads, eg *Eyestalks* (p120) or *Bestial Face* (p115).

You can decide the effects of such attributes for yourself. A two-headed mutant, for example, who grows *Horns* (p122) might get one horn on the 'outer' side of each head, or a pair of horns on each head. A three-headed mutant with a *Manikin* (p124) might get three maninkins, or one manikin on its centre head, while all three main heads atrophy.

Alternatively, you can apply each attribute randomly to the mutant's heads. Roll a D6 and consult the table for the number of heads that are affected:

D6	Result
1-3	One head
4-5	Two heads
6	All heads

676-680 MULTIPLICATION

The mutant may split into two or more separate fragments for a limited time when under stress. When the mutant is within 12"/24 yards of any enemy model roll a D6; on a result of 6 the mutant splits into D6 smaller fragments.

When the mutant does split into fragments, increase its *fear points* by three. This may change the *psychological* effects that it causes.

Each fragment is smaller than the original whole mutant. **S** and **W** are divided equally among the fragments, with a minimum score of one, even if the 'share' that each fragment receives should be less than one. For example a mutant with **S**6 and **W**1 splits into three fragments, each has **S**2 and **W**1. The rest of the mutant's profile remains unchanged for each fragment.

The multiplication lasts for D6 turns/rounds. At the end of this time any surviving fragments recombine into a single creature. The mutant can recombine at the location of any one of its fragments. As long as one fragment survives, the mutant will be restored to its original size and health.

681-685 ONE EYE

The mutant's eyes merge into a single huge eyeball, like that of a cyclops. It loses all depth perception. Divide **BS** by two, dropping any fractions. The mutant's *Ballistic Skill* may be reduced to zero as a result of this attribute.

686-700 OVERGROWN BODY PART

Part of the mutant's body becomes huge and overgrown. Roll a D6 to determine which area is affected, roll a D3+1 to determine the extent of the change, and then consult the following table, which summarizes the changes in the mutant's profile.

Regardless of the changes listed below, no characteristic may drop below 1/10 as a result of this Chaos attribute. Add one to the mutant's *fear point* total.

D6	Part	Growth	M	WS	S	T	W	I
1	Arms	x2	-	+1	+1	+½	+½	-1
		x3*	-1	-	+1	+1	+½	-2
		x4*	-1	-1/	+2	+1	+1	-4
2	Legs	x2	x1½	-	-	+1	+½	+1
		x3	x2	-	-	+1	+1	+2
		x4	x3	-	-	+1	+1	+2
3	Head	x2	-	-	-	-	-	-
		x3	-	-	-	-	+½	-2
		x4	x½	-1	-	+½	+1	-4
4	Hands	x2	-	-	-	-	-	-
		x3	-	-	+½	-	+½	-
		x4	-	-1	+1	+½	+1	-
5	Feet	x2	-	-	-	-	-	-1
		x3	-½	-	-	+½	+½	-2
		x4	-1	-	-	+1	+½	-3
6	Torso	x2	x½	-	-	+½	+½	-
		x3	**	-	-	+½	+1	-1
		x4	**	-1	-	+½	+1	-3

* Mutants with heavily overgrown arms (x3 or x4) lose one attack (**A**-1) as a result of this mutation.

Mutants with a heavily overgrown torso (x3 or x4) may only move on all fours, at three-quarters of their normal *Movement*. They also lose any *weapon* or *claw* attacks; modify **A as appropriate.

WFRP: *Weapon Skill* and *Initiative* modifications are ten times those listed for **WFB** (eg +1 should be +10, -3 should be -30). *Wounds* modifications are six times the **WFB** figures (ie + ½ becomes +3 and +1 becomes +6). All other modifications are as listed. Mutants with heavily overgrown arms (x3 or x4) lose -20 from their **Dex**; those with heavily overgrown heands (x3 or x4) lose -40 from their **Dex**.

701-705 PIN HEAD

The mutant has a tiny head, out of all proportion to the size of its body. Its brain shrinks as a result (**Int** -2/-20) and the mutant becomes subject to *stupidity*. The mutant can no longer make *weapon* attacks if its *Intelligence* is 4 or less (**A** is reduced to zero unless the mutant has *claw, bite, tail* or similar attacks). Increase the mutant's *fear points* by one.

The mutant must make a *Cool* test when doing anything that requires the least amount of thought: fighting, running, going through a doorway etc. Failure indicates that the mutant stands still for that turn thoroughly bemused and completely unable to act.

706-715 PLAGUE BEARER

The mutant carries some form of hideous Chaos-tainted disease. Followers of Nurgle with this attribute automatically have *Nurgle's Rot* (see **The Lost and the Damned** for further details).

Followers of other Chaos Powers should roll a D6 and consult the table below to determine the nature of their plague and its hideous effects:

D6 Plague

1 **The Shakes**
The mutant is afflicted with terrible and uncontrollable shaking fits, to the extent that it can no longer control its muscles and limbs properly. Reduce *Weapon Skill* by 1/10 and *Attacks* by one as a result of this palsy.

2 **Eye Rot**
The mutant's eyes swell and distend, growing large and bulbous with retained fluid. Reduce the mutant's *Ballistic Skill* by 1/10.

3 **Creeping Buboes**
The mutant's limbs are covered in foul and ulcerous open sores, which restrict movement and cause great discomfort. Reduce the mutant's *Move* by one, and its *Initiative* by 1/10.

4 **Bone Ague**
The mutant's bone structure changes, growing enormously in places, withering to nothing in others. The mutant's form is twisted and distorted as a result. Reduce *Strength* and *Toughness* by one each.

5 **Grey Fever**
The mutant's brain is seized by a strange wasting fever, which brings hallucinations, premature senility and dementia. Reduce the mutant's *Leadership, Intelligence, Cool* and *Will Power* by 1/10.

6 **Green Pox**
The mutant develops hideous green spots and pimples over its entire body, and grows thinner as the pox takes its toll. Reduce *Wounds* by 1/5.

No characteristics can drop one as a result of being a *Plague Bearer*. The mutant gains one *fear point*.

Whenever the mutant hits an opponent in close combat it may have passed on its infection. No damage need be caused for this to happen. The opponent makes a *Toughness* test, failure indicating infection. Apply the effects of the plague immediately. No characteristic can ever be reduced below one by the effects of a plague.

At the end of every battle (**WFRP**: 24 hours) any survivor with a plague must make a *Toughness* test. If this is failed its profile is again reduced, but no characteristic can drop below one.

716-720 POINTED HEAD

The mutant's head rises to a sharp point, squeezing its brain in the process (*Intelligence* -1/-10).

Chaos Armour will change to accommodate this attribute; other armour must be remade.

721-725 POISONOUS BITE

The mutant grows vicious fangs and its bite becomes *poisonous*, giving it a *bite* attack if it does not already have one (**A** +1). See *Poisonous Attacks* (p9).

726-730 POWERFUL LEGS

The mutant gains powerful hind legs, like those of a kangaroo. The mutant may use its full *Movement* in a turn, and then may make a leap of a distance equal to half its *Movement* in the same turn. This leap will carry the mutant over obstacles that are less than 2″/4 yards high.

A mutant with the *Bird's Feet* attribute may make its *claw* attacks when leaping over opponents, even if it lacks the wings normally required for such attacks.

731-735 PREHENSILE TAIL

The mutant grows a prehensile tail, or a tail with a hand on the end of it. The tail can be used to carry and use a weapon or shield (**A** +1) - no mutant may carry more than two shields. Each reduces the mutant's *armour saving throw* by one (eg a save of 6 with two shields becomes a save of 4, 5 or 6).

WFRP: Each shield counts as one *armour point* on every location, in addition to any other armour worn. The mutant counts as shielded even from rear attacks.

736-745 PSEUDO-DAEMONHOOD

The mutant changes to have the physical appearance (but not necessarily any of the powers) of an archetypal Daemon. As a result, increase its *fear point* total by five. The mutant grows to 1½ times its original size, and develops wings, a tail, and horns. The mutant's wings allow it to fly with the following random profile (**WFRP**: the mutant flies as a *swooper*):

Minimum Speed: 2D4-2″
Maximum Speed: 4D6″
Acc/Dec: 2D4-1″

The mutant's horns allow it a *gore* attack if it does not already have one (*Attacks* +1). The mutant's new tail is merely cosmetic and has no effect upon its profile.

Chaos Armour will warp itself to match the pseudo-Daemon's new shape. Other armour (apart from shields) must be discarded.

746-750 PUNY

The mutant's body shrivels to one-quarter of its original weight, and its muscles wither almost to nothing. Divide *Strength* and *Toughness* by four, rounding fractions down. However, the mutant's **S** and **T** can never be reduced below one by this attribute.

751-755 QUADRUPED/BIPED

Two of a bipedal mutant's arms or tentacles become legs, or two of a quadruped's legs turn into arms. If a biped has more than two arms, only two of them change. The rest are unaffected. If a mutant has more than four legs only two of them are affected. The rest of its limbs remain legs. Increase or decrease **M** by two, depending upon whether the mutant gained or lost legs.

If a bipedal mutant had any *weapon* attacks and no longer has any arms these are lost. Reduce *Attacks* by the appropriate amount (**WFRP**: a mutant with no arms has a **Dex** of zero, and loses any **Dex**-based skills).

A quadruped's forelegs become arms with manipulative hands. It may make one *weapon* attack (**A** +1).

756-760 RAPID REGENERATION

The mutant can recover very rapidly from injuries received in battle.

At the end of any turn during which the mutant has suffered one or more *Wounds* it may try to regenerate, even if it is 'dead'. Roll two D6. If either (or both) throws result in a 4, 5 or 6 all lost *Wounds* are recovered. If the regeneration roll is unsuccessful the mutant loses the *Wounds* in the normal manner and cannot regain them during this battle (**WFRP**: must heal as normal). A mutant may regenerate *Wounds* any number of times, so long as it continues to roll a 4, 5 or 6 on either die when testing for regeneration. It may even return from the dead several times during the course of the same battle.

761-765 RAZOR SHARP CLAWS

The mutant grows long, sharp claws on its hands, tentacles or paws. The mutant may make one *claw* attack (**A** +1), which causes hits at the mutant's *Strength* plus one.

766-770 REARRANGED FACE

The mutant's facial features are rearranged. Its eyes and mouth are swapped, its whole face turned upside down, the features are twisted vertically, the eyes and ears swapped, or any other combination you care to invent.

This appears extremely bizarre and increases the mutant's *fear point* total by one, but its profile is otherwise unaffected.

771-775 REGENERATION

The mutant has the ability to recover from injuries received in battle.

At the end of any turn during which the mutant has suffered one or more *Wounds* it may try to regenerate, even if it is 'dead'. Roll a D6; on a result of 4, 5 or 6 all lost *Wounds* are recovered. If the regeneration roll is unsuccessful the mutant loses the *Wounds* in the normal manner and cannot regain them during this battle (**WFRP**: must heal as normal).

A mutant may regenerate *Wounds* any number of times, so long as it continues to roll a 4, 5 or 6 when testing for regeneration. It may even return from the dead several times during the course of the same battle.

776-780 RESILIENT

The mutant is very resilient, capable of shrugging off blows that would fell a lesser being. Increase *Toughness* by one.

WFRP: The mutant is particularly resilient to the effects of diseases and gains a bonus +10 to *disease* tests.

781-790 ROTTING FLESH

The mutant's flesh is rotten and putrid, hanging from its frame in disgusting tatters. Every so often a leprous gobbet of diseased flesh drops off, exposing the newly-pustulent areas beneath. The unfortunate creature spreads a noxious odour in its wake and attracts an audience of hungry flies.

While this looks horrific and repulsive, and adds one to the mutant's accumulated *fear points*, its profile is unaffected.

791-795 SCALY SKIN

The mutant's skin becomes leathery, scaled and reptilian. The mutant receives a bonus of +1 on its *armour saving throw* (eg a save of 5 or 6 becomes a save of 4, 5 or 6). If it did not have a *saving throw* it now has a save of 6. The mutant also receives one *fear point*.

WFRP: Treat as leather armour.

796-805 SCORPION TAIL

The mutant grows a scorpion-like, segmented tail that curves above its head. This adds one to the mutant's *Attacks* and increases the mutant's *fear point* total by one. Roll a D6 to determine the tail's effectiveness:

D6	Result
1-2	Non-poisonous; attack to front and sides only.
4-6	*Poisonous* attack (S+1) to the front only; non-poisonous to the sides. See *Poisonous Attacks* (p9).

806-810 SHORT LEGS

The mutant's legs shrivel up and become far shorter than normal for its original species or race. Divide the mutant's *Movement* by two (round fractions down).

811-820 SHRINK

The mutant's entire body shrinks to between a half and a quarter of its original size. Roll a D6 to determine the extent of the reduction in its size and the effects on the mutant's profile:

D6		M	S	T	W	I	FP
1-2	Half	x⅔	x⅔	-	x⅔	+1/+10	-1
3-4	Third	x½	x½	-	x½	+2/+20	-2
5-6	Quarter	x⅓	x⅓	-1	x⅓	+3/+30	-3

No characteristic is ever reduced below one (**WFRP**: or 10 where appropriate) as a result of shrinking. Note that this reduction is to the overall size of the mutant, not to its height which will be affected to a lesser extent.

821-825 SIAMESE TWIN

The mutant becomes two separate entities joined together by flesh, gristle and bone. The mutant receives one *fear point*, and its *Movement* is divided by two (*Movement* can never drop below one as a result of gaining this attribute).

Each of these new creatures has its own profile. From now on determine new Chaos attributes separately for each 'half' of the mutant. However, the twin mutant has one running total of *fear points* calculated by adding together the *fear points* of both twins.

While each twin has its own *Wounds* total, if either of them are killed, both die. If either subsequently gains the *Duplication* Chaos attribute (p120) two sets of Siamese twins are produced.

Roll a D6 to determine how the twin mutants are attached:

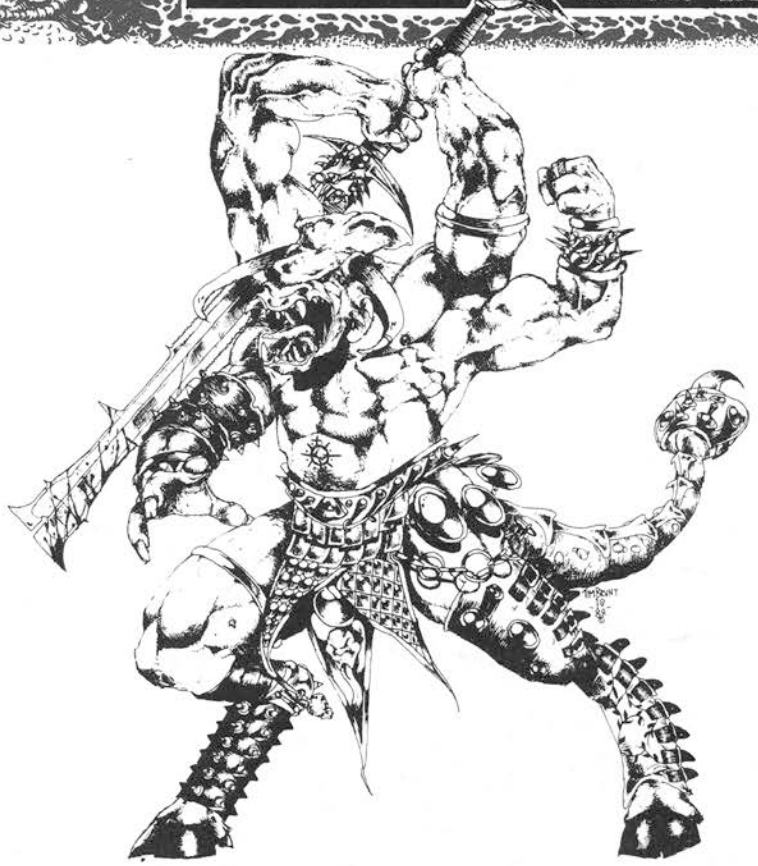
D6	Result
1-3	**Back to back** The mutants cannot be attacked from the rear. No *tail* attacks are possible.
4-6	**Side by side** The mutants do not have any 'inner' arms where they are joined. Reduce the number of *weapon* or *claw* attacks as appropriate.

If a second *Siamese Twin* attribute is gained, the twins become triplets (roll agains for the method of attachment).

826-830 SILLY VOICE

The mutant's voice becomes squeaky, stuttering, trumpeting, honking or otherwise unusual and open to ridicule. This reduces the mutant's *fear points* by one, but has no effect on its profile.

WFRP: The mutant suffers a penalty of -20 to all *Fellowship* tests.



831-835 SILLY WALK

The mutant develops an extremely odd method of walking, taking riduculously short steps, several steps forward and back in a single stride, hopping on the spot in between steps or whatever. Reduce the mutant's *Movement* and *fear points* by one.

WFRP: The mutant suffers a penalty of -10 to all *Fellowship* tests, except *busk* for which a bonus of +10 is gained.

836-840 SKULL FACE

The flesh of the mutant's face dissolves, leaving a skull. While this mutation presents a horrifying appearance and increases the mutant's *fear point* total by one, it has no effect on the mutant's profile.

841-845 SNAKE TAIL

The mutant grows a tail which ends in a snake's head. The mutant gains an extra attack (A+1) to the front, sides and rear, which causes an S1 hit. On a result of 4, 5 or 6 on a D6 the snake head also has a *poisonous bite*, which automatically hits if the tail does so. See *Poisonous Attacks* (p9).

Increase the mutant's *fear point* total by one.

846-850 SPITS ACID

The mutant may *spit acid* rather than making one other attack. It may *spit acid* up to 5"/10 yards, using **BS** to determine whether the acid has struck its target, causing an S3 hit. A mutant may not *bite* and *spit acid* on the same turn.

851-855 STRONG

The mutant is endowed with herculean strength. Increase the mutant's *Strength* by three. Although its muscles have become large and bulging the mutant does not need new armour.

856-860 SUCKERS

The mutant's limbs and body become covered in powerful suckers. It gains one *fear point* immediately.

The mutant can use its suckers to attach itself to an opponent in close combat by making a normal *to hit* roll. No other attacks may be made if the mutant is attempting to attach itself. This includes all *bites*, *stomps* and *tail* attacks as well as *claw* attacks.

If the mutant does attach itself its effective **WS** is increased by 2/20 while its opponent's effective **WS** is decreased by 2/20 for as long as it is attached.

Any *Wound* that the mutant suffers will cause it to let go, although it may detach itself voluntarily at any time.

861-865 TAIL

The mutant grows a long tail, although this has no effect on the mutant's profile. Chaos Armour changes to accommodate the new attribute, but other armour has to be discarded or remade.

This tail is not strong enough to give the mutant a *tail* attack, nor can it manipulate anything as if prehensile.

866-880 TECHNOLOGY

The mutant is granted an arcane and mysterious weapon of great by its whimsical Chaos Power. The technological weapon is bonded into the mutant's flesh in place of one hand, claw or paw, and it becomes one with the mutant's own flesh. One *claw* attack may be replaced by a *weapon* attack if appropriate.

The mutant is also given the knowledge and ability to use its new weapon 'limb'. Increase *Intelligence* by 2/20 and, if the mutant's *Ballistic Skill* or *Weapon Skill* (as appropriate) is zero, increase the appropriate skill to one. Finally, add one to the mutant's *fear point* total.

If the mutant has no suitable limbs or tentacles to wield the technological weapon (for example, it is some form of quadraped), the strange artefact is bonded to its chest or shoulder. A mutant with an *Intelligence* greater than 4 may fire the weapon, otherwise the mechanism is set external to the mutant and may be activated by a rider or handler.

Roll D100 to determine the type of weapon the mutant is granted. This die roll may be modified if the mutant is a Champion of Chaos depending on the Champion's patron Chaos Power. Before rolling on the main weapon table below, roll a D10 and consult the appropriate chart:

CHAMPIONS OF KHORNE

D10	Result
1-8	Roll D100 plus 8D6 (as a single total) to determine the weapon type
9-0	Roll D100 only to determine the weapon type

CHAMPIONS OF SLAANESH

D10	Result
1-6	Roll D100 minus 6D6 (as a single total) to determine the weapon type
7-0	Roll D100 only to determine the weapon type

CHAMPIONS OF TZEENTCH

D10	Result
1-2	Roll D100 plus 8D6 (as a single total) to determine the weapon type
3-8	Roll D100 only to determine the weapon type
9-0	Roll D100 minus 6D6 (as a single total) to determine the weapon type

Champions of Nurgle and of other Chaos Powers simply roll D100 to determine the weapon type.

You may, if you wish, apply the above bonuses to non-Champion mutants who follow these Chaos Powers, especially to Daemons that receive this attribute.

Total Dice Roll	Weapon Received
-35 or less	Force Sword
-34 to -32	Force Rod
-31 to -30	Jokaero Needler
-29 to -28	Jokaero Laser
-27 to -26	Jokaero Flamer
-25 to -24	Heavy Webber (M -2)
-23 to -18	Neuro Disruptor
-17 to -16	Webber
-15 to -14	Antique Pistol
-13 to -10	Laspistol
-9 to -5	Needle Pistol
-4 to -3	Musket
-2 to zero	Needler
01-05	Autopistol
06-07	Sawn-off Shotgun
08-12	Shotgun
13-15	Stub Gun
16-19	Auto-gun
20-25	Lasgun
26-32	Bolt Pistol
33-35	Graviton Gun
36-40	Hand Flamer
41-43	Plasma Pistol
44-69	Bolter
70-73	Flamer
74-77	Shuriken Pistol
78-81	Shuriken Catapult
82-86	Chainsword
87-88	Power Axe
89-90	Melta Gun
91-92	Power Sword
93-94	Heavy Stub Gun (M -1)
95-96	Plasma Gun
97-98	Power Glove
99-100	Heavy Bolter (M -1)
101-109	Missile Launcher (M -1)
110-118	Auto Cannon (M -2)
119-121	Multi-Laser (M -2)
122-124	D-Cannon (M -2)
125-130	Beamer (M -1½)
131-133	Jokaero Laser
134-136	Jokaero Needler
137-139	Jokaero Flamer
140-143	Multi-Melta (M -2)
144-146	Heavy Plasma Gun (M -2)
147 or more	Las-Cannon (M -2)

Force swords and force rods use *magic points* in place of *psi-points* in **WFB** and **WFRP** games.

The technological artefact gained by the mutant is powered by the dark energy of Chaos. The mutant never has to worry about about running out of ammunition, regardless of the weapon type received. The chaotic nature of this bizarre attribute grants the mutant unlimited ammunition and the weapon remains constantly loaded, regardless of how often it is fired.

To determine the type of grenades or missiles that a mutant with a grenade or missile launcher can fire roll a D10 and consult the following chart:

D10	Result
1	Blind
2	Choke
3	Crack - basic
4	Crack - powerful
5	Frag
6	Hallucinogen
7	Melta-Bomb
8	Photon
9	Plasma
10	Psyk-Out

Psyk-out grenades and missiles affect magic powers exactly as though these are psi-powers. The effects of Psyk-out weapons upon Daemons are discussed in the *Dark Millennium Army Lists.*

If you wish, you may roll on this chart each time the mutant uses its *Technology* attribute, rather than only when the attribute is received. The type of missile or grenade is determined after the decision to shoot has been taken and the shot may not be cancelled as a result of the 'wrong' grenade type being randomly generated..

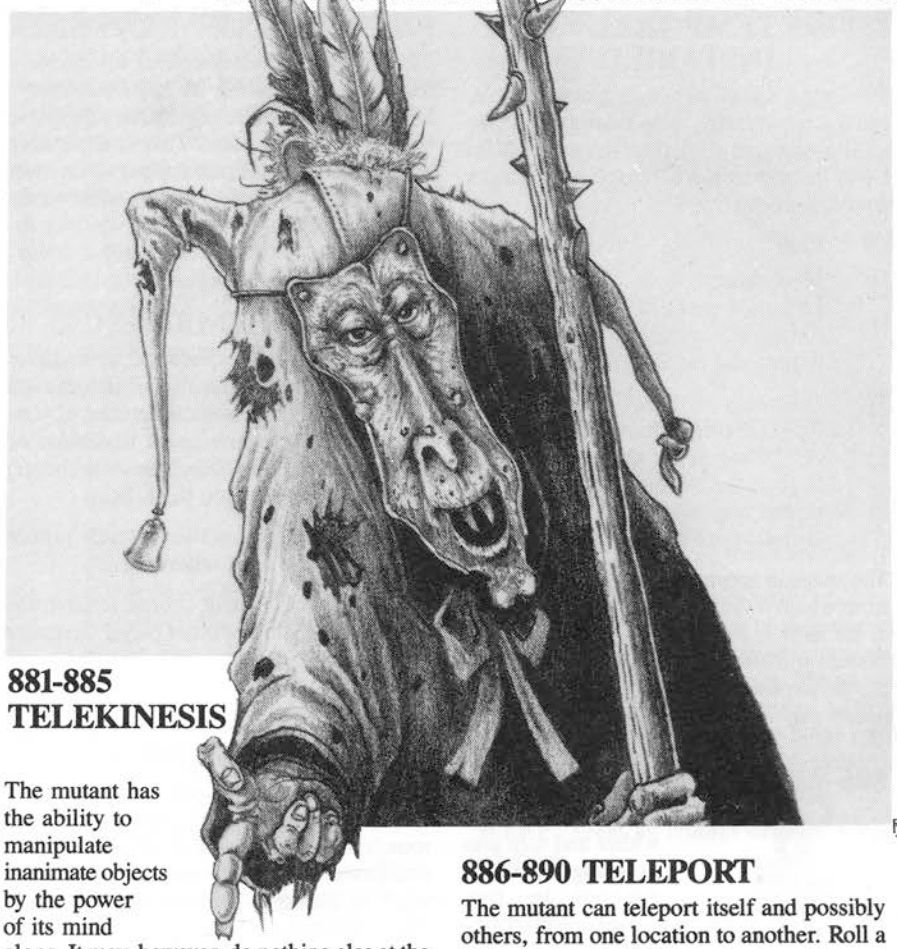
Some of the weapons listed on the main table are heavy weapons, and have an associated *Move* penalty. This is noted above, and is applied in full. This may mean that a mutant who receives this attribute is unable to move under his own power.

Suspensors (from the **Warhammer 40,000** rules) are *not* included in the attribute and may not be attached to a weapon received as a result of this attribute.

For further information on low and zero *Move* values see *Mobility* (p110).

Full details of the weapons listed may be found in **Warhammer 40,000** (p67 onwards), while an up to date weapon summary has been published on the back page of **Chapter Approved: The Book of the Astronomicon.** These rules are used as given in **Warhammer Fantasy Battle** or **WH40K** games. You will need to use the conversion rules presented in **Warhammer Fantasy Roleplay** (**WFRP** p213) when using this attribute in a roleplaying campaign.

Alternatively, **WFRP** GMs may choose to disallow this attribute.



881-885 TELEKINESIS

The mutant has the ability to manipulate inanimate objects by the power of its mind alone. It may, however, do nothing else at the same time. The mutant must make a **WP** test to use this attribute, but need not test every turn it is in use.

This power is most commonly used for the remote control of weaponry. A sword, for example, can be controlled up to D4xD6"/D4xD6x2 yards away. Determine this range each time this attribute is used.

The controlled weapon fights with a *Weapon Skill* equal to the mutant's own **WS** divided by two (drop any fractions). The *Strength* of any hits it causes is equal to the mutant's *Intelligence* divided by two (again dropping any fractions).

Other objects of a similar or smaller size can be manipulated, such as control levers on siege engines, bars on doors and the like. The GM must determine the effects of such manipulation.

A mutant may also *pick up and throw* opponents within D4xD6"/D4xD6x2 yards. This is done in the same manner as a Giant (see **WFB** p235), causing a *Strength* 5 hit on the victim and D6 *Strength* 3 hits on any unit he is thrown into.

A mutant may also hurl a rock at an opponent in a similar fashion. Such a missile is an attack with the **BS** equal to the mutant's own **BS** divided by two and a *Strength* equal to the mutant's **Int** divided by two (drop any fractions in these calculations).

886-890 TELEPORT

The mutant can teleport itself and possibly others, from one location to another. Roll a D6; on a result of 6 the mutant can teleport anybody, otherwise it can only teleport itself. The mutant may only teleport one creature (possibly only itself) and anything it is carrying per turn, up to a distance of D6xD6"/D6xD6x2 yards.

Determine the maximum distance that the mutant may teleport someone each time the attribute is used. The mutant may choose any aiming point within this distance.

However, the mutant cannot teleport anyone into a solid object or to a point in mid-air. Furthermore, the mutant cannot carry out any other actions while using this attribute. It must remain stationary during the entire turn and may not attack, cast spells, or perform any other action. If the mutant is attacked it may defend itself, but it may *not* make any attacks in return.

The mutant must be within 2"/4 yards of the creature that it is teleporting (or touching it). Creatures who do not wish to be teleported may make a *Will Power* test; success indicates the victim has resisted the mutant, and is not moved.

The mutant must make a successful **Int** test to use this attribute. If it fails this test the teleported creature appears D12" away from the aiming point. Use a D12 clockface to determine the direction of the error. It is possible for a teleported victim to end up closer to the mutant than it was in the first place!

891-895 TEMPORAL INSTABILITY

The mutant's position in time grows unstable, and it may, at times, 'slip sideways' in time to another, parallel timestream. Roll a D6 to determine the nature of the mutant's temporal instability:

D6	Result
1-4	**Involuntary** Roll a D6 every turn; on a result of 6, the mutant disappears into the timestream for D6 turns.
5-6	**Voluntary** Roll a D6 every turn/round. On a result of 6 or more, the mutant disappears in time for D6 turns. However, the mutant may increase or decrease the die roll by one before the die is thrown.

The mutant reappears in exactly the same spot from which it vanished. No time has passed as far as it is concerned. For example, no *Wounds* will have been recovered if the mutant has the *Regeneration* attribute and no *magic points* may be regained by meditation.

896-920 TENTACLES

The mutant's arms wither and turn into grasping tentacles, covered in fine suckers. Roll a D6 to determine how many arms are affected:

D6	Result
1-3	One arm
4-5	D3 arms
6	All arms

Tentacles can grip weapons normally, but do not permit the fine manipulation of other objects. The mutant gains one *fear point* from this attribute, regardless of the number of tentacles it develops.

WFRP: a mutant with no 'normal' arms has a *Dexterity* of zero.

921-925 TRANSPARENT SKIN

The mutant's skin becomes completely transparent, revealing its inner structure - bones, organs, muscles, sinews, digestive system - for all to see. This is extremely bizarre and increases the mutant's *fear point* total by three, although it has no effect on the mutant's profile.

926-930 UNCANNY RESEMBLANCE

The mutant's facial features and, to whatever extent is practical, the rest of its physical characteristics resemble a member of your gaming group, some other associate or relative (mum, dad, wife, boss or whoever) or anyone you else you think fit.

This has no effect on the mutant's profile unless the GM rules otherwise.

WFRP: The GM may choose to have the character resemble another player character or non-player character if he wishes.

931-940 UNCONTROLLABLE FLATULENCE

One of the mutant's bodily orifices emits clouds of gas. Roll a D6 every turn/D6 rounds; on a roll of 5 or 6 on a D6, the mutant emits a cloud of gas. The cloud is D4″/D4x2 yards in diameter, and lasts for 1D3 turns/ 2D6 rounds.

Roll a D6 to determine the effects of the gas produced by the mutant. Gas type does not change once it has been determined.

D6	Gas	Effects
1-2	Poison	**T** test; die if failed
3	Paralysing	**T** test; paralysed if failed, no actions until the cloud disperses
4	Noxious	**T** test or become nauseous; **S** reduced by one until the cloud disperses or is left
5	Oily Smoke	As a *Mystic Mist* spell (**WFB** p157, **WFRP** p157)
6	Crazy	**T** test; failure indicates that the victim becomes subject to *frenzy*

Toughness tests are made for every turn/round spent in the cloud. Make one collective test for units in clouds, and individual tests for personalities.

Everyone caught in a cloud is affected unless they have specific immunites to the effects. *Crazy Gas*, for example, will not affect creatures who are immune to *psychological* effects.

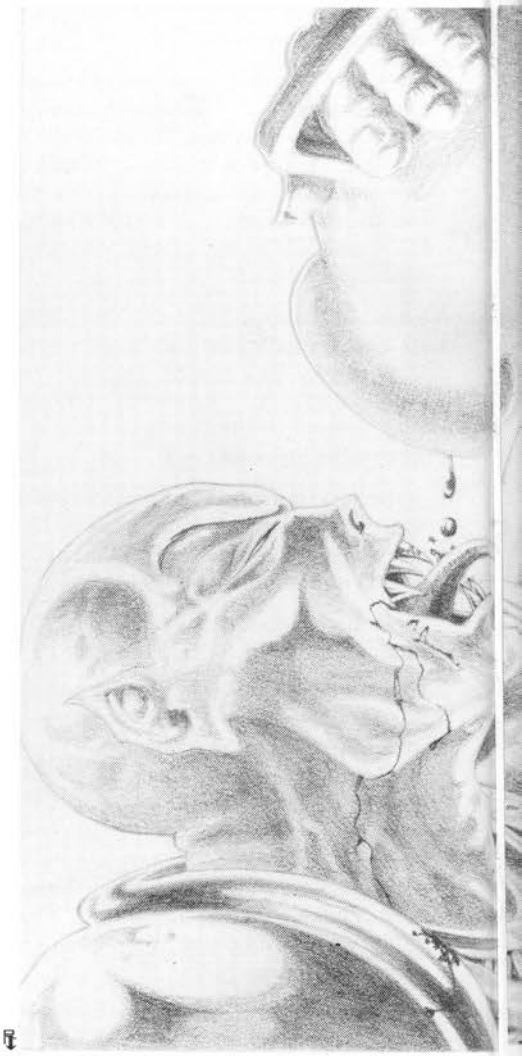
Gas clouds can be moved across the table with a prevailing wind (determine the wind direction using a D12 clockface) with a *Move* of D6″/D6x2 yards.

941-945 VAMPIRE

The mutant's metabolism changes so that it can no longer survive without a regular intake of warm, fresh blood. The mutant's appearance gradually becomes pale and cadaverous and its temperature drops to a sepulchral chill, but it gains none of the abilities of a 'true' Vampire. It does, however, gain two *fear points*.

It begins its 'vampiric' existence with 4D6 *blood points*. At the start of each turn roll a D6; on a result of 3, 4, 5 or 6 the mutant must expend a *blood point* or remain immobile, unable to carry out any action for the remainder of the turn. If the mutant is attacked while immobile it must expend a *blood point* or it is unable to defend itself. Should the mutant be reduced to zero *blood points* (through such forced activity) it dies, just as surely as if it had been reduced to zero *Wounds*.

The mutant regains one *blood point* for each *Wound* that it inflicts on an opponent in hand-to-hand combat. *Wounds* inflicted with missile weapons or through magical attacks do not allow the mutant to regain any *blood points*.



946-950 VIVIDLY COLOURED SKIN

The mutant's skin or pelt turns an exceptionally vivid colour. This is often a colour associated with the mutant's Chaos Power (brazen red for Khorne, pastel and electric shades for Slaanesh, swamp-green for Nurgle and an ever-changing irridescence for Tzeentch), but need not be so. Bright purples, pinks, oranges, and electric greens and blues are all possible. This attribute has no effect on the mutant's profile.

WFRP: The mutant suffers a penalty of -10 to *hide* tests.

951-955 WALKING HEAD

The mutant's body atrophies and withers to nothing, while its head expands to several times its original size. The mutant's limbs also shift in position, becoming attached directly to the head and the vestigial neck. The mutant's profile is unaltered, though its odd appearance gains it one *fear point*. Chaos Armour changes to fit the mutant's new form, but other armour must be discarded.

WFRP: Treat all body hits as head hits.

956-960 WARP FRENZY

The mutant becomes subject to *frenzy* of a particularly virulent type. When it becomes *frenzied* it gains D6+6 extra Chaos attributes. These extra attributes can be generated randomly whenever the *frenzy* strikes, determined now and noted down for later use, or you can roll a D6 and consult the table below to determine the extra Chaos attributes that the mutant gains when it is in the throes of its terrible *frenzy*:

D6	Attributes gained
1	*Albino* (p114); *Bestial Face* - goat (p115); *Bird's Feet* (p115); *Flaming Skull Face* (p121); *Pseudo-Daemonhood* (p128); *Regeneration* (p129).
2	*Additional Eye* (p114); *Crest* (p118) *Elastic Limbs* (p120); *Fangs* (p120); *Horrible Stench* (p122) *Mace Tail* (p124); *Mercreature* (p125); *Puny* (p128)
3	*Alcoholism* (p114); *Bestial Face* - goat (p115); *Bulging Eyes* (p111); *Headless* (p121); *Extra Joints* - legs (p120); *Furry* (p121); *Long Nose* (p124); *Plague Bearer* - Grey Fever (p121); *Temporal Instability* (p134).
4	*Blood Rage* (p116); *Crown of Flesh* - fingers (p119); *Eyestalks* (p120); *Iron Hard Skin* (p122); *Overgrown Body Part* - feet (p127); *Mechanoid* - arms (p125); *Plague Bearer* - The Shakes (p121); *Spits Acid* (p131); *Vampire* (p134); *Weapon Master* (p135)
5	*Blood Substitution* - maggots (p116); *Clouds of Flies* (p118); *Extremely Thin* (p120); *Horrible Stench* (p122); *Razor Sharp Claws* (p129); *Rotting Flesh* (p129); *Shrink* - quarter size (p130); *Tail* (p131); *Tentacles* - one arm (p134); *Warty Skin* (p135); *Zoological Mutation*- lion face (p136).
6	*Bestial Face* - goat (p115); *Enormously Fat* (p130); *Hopper* (p121); *Irrational Fear* - blue objects (p123); *Mane of Hair* (p124); *Multiple Arms* - two extra (p126); *Multiple Heads* - one extra, eagle's head (p126); *Poisonous Bite* (p128); *Scaly Skin* (p130); *Technology* - bolter (p132); *Transparent Skin* (p134); *Wings* (p136)

The mutant's frame warps into its new form for the duration of its *frenzy* and then changes back to its original form when the bout of *frenzy* is over. Its original Chaos attributes are retained at all times, and it is to this form that the mutant reverts after its *frenzy*.

While it is *frenzied* the mutant adds five *fear points* to its total in addition to any other *fear points* its new attributes may give it. This may alter the *psychological* effects it induces in its opponents.

961-965 WARTY SKIN

Every inch of the mutant's body is covered in large and repulsive warts. The mutant receives a bonus of +1 to its *armour saving throw* (eg a save of 5 or 6 becomes a save of 4, 5 or 6).

WFRP: Treat as leather armour on all locations.

966-970 WEAPON MASTER

The mutant gains an innate understanding of how to use weapons to the best effect in the service of Chaos. Increase either **WS** or **BS** (player's choice as to which) by 6/6D8, to a maximum of 10/100.

971-975 WINGS

The mutant grows a pair of wings. This adds one to the mutant's *fear point* total. Roll a D6 and consult the table below to determine their size and effectiveness:

D6	Result
1-2	**Small Wings** The mutant cannot fly, as the wings are merely a cosmetic change.
3-4	**Medium Wings** The mutant can fly with the following profile: Minimum Speed: 2D4-2″ Maximum Speed: 4D6″ Acc/Dec: 6″
5-6	**Large Wings** The mutant can fly, with a flight profile generated using the system given above. However, unless the mutant is larger than man-sized, its wings are so huge that they interfere with movement on the ground. Divide **M** by two.

WFRP: In the case of large and medium wings, the mutant flies as a *swooper*.

976-985 ZOOLOGICAL MUTATION

One or more parts of the mutant's body change into the corresponding parts of some animal. Roll a D100 to determine how many parts of the mutant's body undergo this startling change:

D100	Result
01-07	Head
08-10	Torso and Arms
11-13	Torso and Head
14-16	Torso, Head and Arms
17-23	Face
24-26	Lower Body and Legs
27-29	Pair of Legs
30-36	One Leg
37-43	Foot
44-46	Toe
47-49	Pair of Arms
50-56	One Arm
57-63	Hand
64-66	Finger
67-73	Mouth
74-76	Nose
77-83	Eye
84-90	Pair of Eyes
91-93	Ear
94-00	Tail*

*If the mutant has no tail, it now gains one.

Roll a D100 once more to determine the 'donor' species that provides the replacement part for the mutant's body (only a single roll is made, even if several body parts are being replaced):

D100	Result	D100	Result
01	Ant	56-57	Lizard
02-05	Ape	58-59	Octopus
06-10	Bat	60-61	Owl
11-15	Bear	62-65	Rabbit
16	Beetle	66-75	Rat
17-20	Boar	76-77	Raven
21-25	Bull	78	Scorpion
26-27	Deer	79-90	Sheep/Goat
28-35	Dog/Wolf	91	Snake
36-37	Dragon	92	Spider
38-40	Eagle	93-97	Tiger
41-42	Frog	98	Toad
43-50	Horse	99	Warthog
51-55	Lion	00	Weasle

The mutant gains one *fear point* for each replaced part of its body (each limb counts as a separate part, so a result of *08-10 Torso and Arms*, for example, gives the mutant three *fear points*.

You will have to develop your own rules and profiles for the resulting hybrid, taking into account the body areas affected and the species involved. Compare the effects of some of the other attributes presented here, such as *Bestial Face, Bird's Feet, Feathered Hide, Furry, Mace Tail, Powerful Legs, Prehensile Tail, Razor Sharp Claws, Scaly Skin, Scorpion Tail, Suckers, Tail, Tentacles* and *Wings*. These will help you when designing the effects of a *Zoological Mutation*.

986-000 INVENT YOUR OWN

Feel free to develop any Chaos attributes that you think are interesting. The list presented here is far from exhaustive, and you may like to add further sub-tables of Chaos attributes that can be given to mutants.

If you do not wish to design any mutations of your own, ignore this result and roll again.

There are many possible extra attributes. For example:

Beast with a Thousand... - the mutant is covered in one thousand eyes, mouths, ears, or whatever. A thousand mouths, for example, give the mutant D6 *bite* attacks...

Blob - the mutant becomes a huge amoeba-like creature, without any recognisable limbs or organs. In the process it loses all *Attacks* except a single *stomp*, and *Toughness* drops to at most two or three. However, the blob becomes so bulky that its *Wounds* are trebled - or increased to an even greater degree! The *blob* can also regenerate.

Centauroid - the mutant's lower body becomes four-legged, but this need not be horse-like!

Electrical Touch - the mutant always causes damage when it hits an opponent.

Trance - the mutant falls into a trance state and moves D6"/D6x2 yards in a random direction when put under stress.

Wound Thief - the mutant gains the *Wounds* of any creature it kills, but its opponents can gain the mutant's *Wounds* if they to kill it.

Zombie Master - the mutant may animate, control and lead the corpses of those it has slain for a year and a day.

DOMINANT CHAOS ATTRIBUTES

As has already been noted, dominant attributes are applied to whole units of models, never to individuals. The two types of attribute should never be mixed. As a general rule for *Warhammer Fantasy Battle* games, a model has *personal* attributes if it is a character or a daemonic unit, and *dominant* attributes if it is a member of a mortal unit.

DOMINANT ATTRIBUTES AND FEAR POINTS

Dominant attributes have a *fear point* rating in the same manner as personal attributes. Each attribute has been assigned a *fear point* value, and a note should be kept of the total **FPs** for the unit while its attributes are being determined.

The *fear point* total applies only to the unit, not to its individual members, who need not have fully developed forms of the unit's attributes. The table below gives the *psychological* effects caused by a unit:

Fear Points	Effects
Less than 4	No effect.
5-10	The unit causes *fear* in all living creatures.
11-15	The unit causes *fear* +1 in all living creatures, and it is immune to *psychological* effects caused by *fear points*.
16+	The unit causes *fear*+2 in all creatures except Daemons, and it is immune to *psychological* effects caused by *fear points*.

As a unit takes casualties its *fear* effects are reduced. When a unit is reduced to half its numerical strength reduce its *fear* effect by one step; eg *fear*+1 becomes *fear* and *fear* is reduced to 'no effect' ('no effect' can never be changed). Reduce the unit's *fear* effects by another step when it is reduced to a quarter of its starting numerical strength.

DUPLICATED RESULTS

A unit can receive an attribute more than once. When this happens you may re-roll on the table for a new, unduplicated attribute for the unit or choose a new attribute for the unit.

Alternatively, you may increase the effect of the duplicated attribute. In general, such an increase should do no more than double one effect of an attribute. For those attributes which directly affect the unit's profile this presents no problems - simply repeat the attribute's modifications to *Strength, Toughness* or whatever.

Some attributes, such as *D56l-575 Mulitple Arms*, only affect every second model in the unit under set circumstances. In such cases a duplicated attribute affects *all* models in the unit, not *every second* model in the unit. All the mutants of the unit are so warped by Chaos that they all possess full developed versions of the attribute.

DOMINANT ATTRIBUTE TABLE

D1000	Dominant Attribute	Fear Points	Page	D1000	Dominant Attribute	Fear Points	Page
001-015	Agility	0	139	501-515	Mechanoid	1	141
016-030	Atrophy	0	139	516-530	Mercreature	1	142
031-045	Beaked	1	139	531-545	Metal Body	2	142
046-060	Bestial Face	1	139	546-560	Mindless	0	142
061-075	Beweaponed Extremities	1	139	561-575	Multiple Arms	0	142
076-090	Blood Rage	0	139	576-590	One Eye	0	142
091-105	Brightly Patterned Skin	0	139	591-605	Pin Head	0	142
106-120	Burning Body	2	139	606-620	Poisonous Bite	0	142
121-135	Chaos Spawn	variable	139	621-635	Powerful Legs	0	142
136-150	Cloud of Flies	0	139	636-650	Prehensile Tail	0	142
151-165	Cowardice	0	139	651-665	Pseudo-Daemonhood	3	142
166-180	Enormous Noise	0	140	666-680	Puny	-1	143
181-195	Enormously Fat	0	140	681-695	Rapid Regeneration	0	143
196-210	Extra Joints	0	140	696-710	Razor Sharp Claws	0	143
211-225	Extremely Thin	0	140	711-725	Regeneration	0	143
226-240	Fangs	1	140	726-740	Resilient	0	143
241-255	Fast	0	140	741-755	Rotting Flesh	1	143
256-290	GM's Choice	variable	140	756-770	Scaly Skin	0	143
291-305	Hideous Appearance	5	140	771-785	Scorpion Tail	1	143
306-320	Hopper	0	140	786-800	Short Legs	-1	143
321-335	Horns	1	140	801-815	Silly Walk	-1	143
336-350	Horrible Stench	0	140	816-830	Snake Tail	1	144
351-365	Illusion of Normality	(1)	140	831-845	Spits Acid	1	144
366-380	Iron Hard Skin	1	140	846-860	Strong	0	144
381-395	Irrational Fear	0	141	861-875	Stupid	0	144
396-410	Irrational Hatred	0	141	876-890	Suckers	1	144
411-425	Limb Loss	0	141	891-905	Tentacles	1	144
426-440	Long Legs	1	141	906-920	Warp Frenzy	variable	144
441-455	Long Spines	1	141	921-935	Warty Skin	0	144
456-470	Mace Tail	0	141	936-950	Weapon Master	0	144
471-485	Magically Resistant	0	141	951-965	Wings	1	144
486-500	Manic Fighter	0	141	966-000	Invent Your Own	variable	144

A full description of the effects of each dominant Chaos attribute can be found on the listed page.

Fear points given in brackets only come into effect when the attribute is used or becomes apparent to the mutant unit's opponents. Dominant attributes can also have differing degrees of severity, hence their 'variable' *fear point* notation.

DOMINANT CHAOS ATTRIBUTE DESCRIPTIONS

D001-015 AGILITY

The members of the unit are particularly agile and dextrous, some being veritable gymnasts and acrobats. The unit's *Initiative* is increased by two.

D016-030 ATROPHY

Members of the unit suffer, to varying degrees, from wasting of their limbs, and in some cases the complete loss of one or all of their limbs. As a result the unit moves with a kind of leprous shuffle. Reduce its *Movement* by two.

D031-045 BEAKED

The unit's members have, at the very least, pointed faces, and in many cases they have fully developed beaks. The unit may make an additional *bite* attack for every second model involved in hand to hand combat. Add one to the unit's *fear points*.

D046-060 BESTIAL FACE

The majority of the unit have furred or bestial faces. The unit may may an additional *bite* or *gore* attack (but not both) for every model involved in hand to hand combat (**A** +1). Add one to unit's *fear point* total.

While the appearance of the unit makes no difference to its profile, the majority of mutants with this dominant attribute have goat-like faces. Khornate units, however, tend to develop the faces of dogs.

D061-075 BEWEAPONED EXTREMITIES

The extremities of many of the unit's members have been replaced by large blades or mace-like appendages. Add one to the unit's *fear point* total.

Every second model involved in hand to hand combat attacks with a bonus of +1 to its *Strength*, but at -1 to *Initiative. Armour saving throws* resulting from such attacks have a penalty of -1 to the die roll.

In addition, these 'second models' cannot shoot at opponents with any type of missile weapons. Their mutated extremities are incapable of holding such weapons.

D076-090 BLOOD RAGE

The members of this unit have been hand-picked for their fury and bloodlust. Once they have got a taste of combat little can stop them from indulging in their terrible predilection for violence. The mutant unit is subject to *frenzy*.

D091-105 BRIGHTLY PATTERNED SKIN

The unit's members have brightly coloured and highly decorative skins, with clashing stripes, spots, patches, vividly coloured hair and the like. The colours are those associated with the mutants' Chaos god (for example, dingy browns and nauseous green for Nurgle, black, red and brass for Khorne) or contrasting and clashing hues. Roll a D12 and consult the following table for the majority of the unit. One or two figures in the group will have a different pattern, which should be generated separately:

D12	Pattern
1	Single colour spots
2	Multi-colour polka dots
3	Single/multi-colour squares
4	Dark zebra-like stripes
5	Multiple colour lozenges
6	Zig-zag stripes
7	Tiger stripes
8	Disruptive 'camouflage' pattern
9	Single body colour, limbs and face in any other colour
10	Body vertically divided into two equal halves, each of a different colour
11	'Underside' of body in one colour, back in a contrasting shade
12	Roll twice and combine the results

This attribute is purely cosmetic and has no effect on the unit's profile.

D106-120 BURNING BODY

At the very least, mutants in the unit are surrounded by a smouldering and guttering haze of unnatural sulphurous smoke, while many are wreathed in unearthly and hellish flames. Increase the unit's *Toughness* by one, and add two to the unit's accumulated *fear point* total.

The hell-born fire causes an an additional **S3** hit for every second model who strikes an opponent in combat. Opponents in hand to hand combat have a penalty of -1 *to hit* the flaming mutants.

D121-135 CHAOS SPAWN

The unit receives D3 additional dominant Chaos attributes. Increase the unit's *fear points* as appropriate.

D136-150 CLOUD OF FLIES

The unit is surrounded by a great swarm of unhealthy flies and similar insects. Opponents in hand to hand combat suffer a -1 penalty *to hit* the unit's members, as the flies buzz into eyes, ears and mouths.

D151-165 COWARDICE

The unit is composed of cowards and moral weaklings. A successful *Cool* test must be made before the mutant unit will charge, and the unit is also subject to *fear* of any opposing unit of greater numerical strength.

D166-180 ENORMOUS NOISE

The unit members are given to periodic bursts of uncontrollable noise: loud hoots, wild and manic laughter, crazed screams and wails, or repulsive gastric rumbles.

Each turn roll a D6; one a result of 4, 5 or 6 one mutant has started a chorus which is taken up by his fellows. The unit is used to its own cacaphony, but all other living creatures within 6″ will be unnerved and startled by the sound. As a result they will fight at a penalty of -1 *to hit* for that turn.

D181-195 ENORMOUSLY FAT

The unit is composed of almost entirely of obese and indolent creatures. Divide the unit's *Move* by two, dropping any fractions.

D196-210 EXTRA JOINTS

The majority of the unit have extra elbows, wrists, knees and other joints in their limbs. Increase the unit's *Move* and *Initiative* by one.

D211-225 EXTREMELY THIN

The majority of the unit are withered creatures, who are spindly and thin to the point of being little more than living skeletons. Reduce the unit's *Toughness* by one.

D226-240 FANGS

The mutants in the unit possess large and impressive teeth. In many cases, these are fully developed as canine fangs or boar-like tusks. The unit may make an additional *bite* attack for every second model involved in hand to hand combat. These extra *bite* attacks are made at +1 *to hit*. Add one to the unit's *fear point* total.

D241-255 FAST

The unit is exceptionally quick on its feet, tentacles, paws, wheels or whatever. Increase its *Movement* by one.

D256-290 GM'S CHOICE

The GM may give the unit one dominant attribute of his choice. Modify the unit's *fear points* as appropriate. If you do not wish to choose a Chaos attribute for the unit, simply re-roll this result.

D291-305 HIDEOUS APPEARANCE

The unit is made up of creatures of eldritch and terrifying appearance. Those who see the unit are unfortunate enough to witness the full horror of a group of abominable *things* that have no right to live stalking the battlefield. In short, the unit looks foul beyond all mortal comprehension. Add five *fear points* to the unit's total.

D306-320 HOPPER

Many of the unit's troops have only one, huge deformed leg, their other legs having wasted away to nothing. Much of the unit now moves in a variety of leaps and bounds, while the more normal mutants in the group aid and support their badly afflicted comrades. Divide the unit's *Movement* by two, dropping any fractions.

D321-335 HORNS

Members of the unit have misshapen and bony skulls, while many manifest full sets of horns. These are often twisted and grown together into the shape of the symbol of the Chaos god that the mutants serve, manifesting their dark allegiance in the most visible manner. These contorted horns are often a great source of pride for a Chaos unit and are polished and sharpened to great effect.

The unit may make an additional *gore* attack for every second model involved in hand to hand combat. These attacks are made at +1 *to hit*. Add one to the unit's *fear point* total.

D336-350 HORRIBLE STENCH

Members of the unit are tainted with a terrible stench, and many smell appalling. All within D6″ of the unit are subject to a -1 penalty on all *to hit* rolls. Roll for the range of this noxious odour before the game. This penalty is applied whether the affected creatures are fighting the unit or somebody else within the range of the mutants' stink.

The unit is used to its own peculiar and unpleasant stench and suffers no penalty when fighting. However, different units with the same odiferous dominant attribute have their own distinctive smells, and a *Horrible Stench* attribute does not grant immunity against another unit or individual's *Horrible Stench* attribute.

D351-365 ILLUSION OF NORMALITY

The unit appears to be a completely normal selection of creatures, without any outward signs of chaotic mutation. Any *fear points* accumulated by the unit have no effect while it maintains its illusory normal appearance.

However, when the unit enters hand to hand combat for the first time its true nature is revealed. All its dominant physical attributes become evident to any other models on the battlefield. Add one to the unit's *fear point* total, caused by the disturbing nature of the unit's transformation. Any *fear* effects caused by the unit's accumulated *fear points* come into play.

D366-380 IRON HARD SKIN

The majority of troops in the unit have greyish skin, while many are covered in tiny iron and steel scales which cover them from head to foot. This iron skin adds +1 to the unit's *armour saving throw*. Increase the unit's *fear points* by one.

D381-395 IRRATIONAL FEAR

The unit is subject to *fear* of a particular type of creature, object or thing. This feeling is without any readily apparent motive, but dominates the lives of many of the creatures in the unit.

Roll a D100 to determine the item or creature that causes *fear* in the unit:

D100	Result
01-30	GM's Choice
31-37	Humans
38-45	Elves
46-52	Dwarfs
53-57	Anything larger than itself
58-68	Creatures of Good alignment
69-78	Wizards
79-80	Goblins
81-82	Orcs
83-84	Winged Creatures
85-94	Items/creatures of a particular colour (GM's choice)
95-96	Loud Noises
97-98	Reptiles
99-00	Insects

D396-410 IRRATIONAL HATRED

The unit's members are subject to *hatred* of a particular item or creature. Their *hate* is not motivated by any reason, but has a definite and powerful influence on their behaviour. Roll a D100 and consult the table given for *Irrational Fear* (above) to determine the object of the unit's *hatred*.

D411-425 LIMB LOSS

Members of the unit have lost one or more limbs as a result of the warping changes their loyalty to Chaos has brought about. Divide the unit's *Move* by two, dropping any fractions. In addition only every second model involved in either hand to hand combat or shooting may attack. Other individuals within the unit have lost one or all of their manipulative limbs. Finally, the unit may not be equipped with shields.

D426-440 LONG LEGS

The mutants in the unit have longer legs than is normal for their race. Increase the unit's *Move* and *fear points* by one.

D441-455 LONG SPINES

Members of the unit are covered in a multitude of bony nodules and protuberences, In many these are fully developed into long, wickedly sharp spines. Add one to the unit's *fear point* total.

For every second model from the unit involved in hand to hand combat an opposing unit takes one S1 hit. Roll a D6; on a result of 6 the spines are *poisonous* and inflict S2 hits. See *Poisonous Attacks* (p9).

D456-470 MACE TAIL

Many of the mutants in the unit have tails, most of which are tipped with a bony or iron-bound mace-like lump. Every second model in the unit may make an extra *tail* attack to the side or rear.

D471-485 MAGICALLY RESISTANT

The unit is composed of troops with a high tolerance to magical energy. The unit makes any *magic saving throw* with a +1 bonus to its *Will Power*, and may also make saving throws against magic which does not normally allow a save. This extraordinary *magic save* is made without the benefit of any **WP** bonus.

D486-500 MANIC FIGHTER

The unit is subject to *hatred* of the nearest enemy within 12", whether or not this is a unit or a character model. If the object of the unit's *hatred* is killed it will choose the next nearest enemy unit to *hate* and so on in a cycle of never ending enmity.

D501-515 MECHANOID

Many of the mutants in the unit have one or more mechanical parts substituted for their natural limbs and organs, which are bonded into their living flesh. Tracks or wheels replace legs, arms become great pumping pistons, torsos are sheathed in metallic skins. Add one to the unit's *fear point* total.

Increase the unit's *Move*, *Weapon Skill* and *Strength* by one each. The unit also receives a +1 bonus to its *armour saving throw.*

However, given that some of the mutant's now have wheels or tracks in place of their legs the unit treats all *linear obstacles* and *difficult ground* on the battlefield as the equivalent of *very difficult ground*.

D516-530 MERCREATURE

Members of the unit have a marked fishy appearance, with most exhibiting silvered scaley skin and goggle eyes. The most extreme examples have fish-like tails in place of rear legs. Increase the unit's *fear points* by one.

Divide the unit's *Move* by three, dropping any fractions, but with a minimum of M1. However, the unit can cross bodies of water such as moats, streams and rivers without penalty.

D531-545 METAL BODY

The unit is composed of creatures of living metal, or creatures with metallic skins and bones. Reduce the unit's *Ballistic Skill* and *Weapon Skill* by two, while increasing its *Strength* by one. The unit's *Toughness* becomes five, and it gains two *fear points*.

The unit may always ignore one *Wound* inflicted by fire-based and cold-based attacks, but takes one additional *Wound* from electrically based attacks (such as *Lightning Bolts*).

D546-560 MINDLESS

The majority of the unit are mindless automata, incapable of even the simplest thoughts. Reduce the unit's **Int** by two. In addition, all *psychological* tests taken by the unit are subject to a -2 penalty.

D561-575 MULTIPLE ARMS

Most of the mutants in the unit have extra arms or other manipulative organs, although in many cases these are only vestigial or are too weak to be effective. The unit may make an additional *weapon* attack for every second model involved in hand to hand combat or shooting. The unit cannot carry any extra shields.

D576-590 ONE EYE

The unit is predominantly composed of creatures with close-set eyes. In many cases these have melded into a single cyclopean eye. Reduce the unit's *Ballistic Skill* by two due to the mutant's loss of depth perceprion.

D591-605 PIN HEAD

The majority of the unit have tiny or undersized heads, with correspondingly small brains. Reduce the unit's *Intelligence* by one. In addition, the unit becomes subject to *stupidity*.

D606-620 POISONOUS BITE

The majority of the unit have long, curved snake-like fangs, many of which have poison sacs. Every second model involved in hand to hand combat may make an additional *bite* attack. These attacks are *poisonous* (see *Poisonous Attacks* p9) and are made with a +1 bonus to *Strength*.

D621-635 POWERFUL LEGS

Members of the unit have abnormally muscular and powerful lower limbs. The unit's *Move* is increased by two.

D636-650 PREHENSILE TAIL

Many of the mutants in the unit have long, flexible tails, and some of these are are capable of grasping small items. Every second model in the unit may make an additional *tail* attack to the side or rear only.

D651-665 PSEUDO-DAEMONHOOD

The unit is composed of mutants with a distinctly daemonic appearance. Nearly all have small horns, rudimentary tails, wings, and cloven hooves and some of the mutants have fully developed wings and horns. Add three to the unit's *fear point* total.

Enough of the unit are sufficiently Daemon-like to allow the entire unit to fly, although they cannot fight or shoot while airborne; some of the less developed mutants are held aloft by their comrades. The unit has the following random flight profile:

Minimum Speed: 2D4-2″
Maximum Speed: 4D6″
Acc/Dec: 2D4-1″

In addition, for every second model involved in close combat the unit may make an extra *gore* attack.

D666-680 PUNY

The unit's troops have a shrivelled and wasted appearance, and their skins hang slack over bones and withered muscles. Reduce *Strength* and *Toughness* by one each (to a minimum of one). The unit's accummulated fear point total is reduced by one.

D681-695 RAPID REGENERATION

Many of the unit's members have the ability to recover rapidly from wounds received on the battlefield. At the end of any turn during which the unit took casualties (ie models were removed from the table) roll two D6. On a result of 4, 5 or 6 on either die place one 'dead' model back on the table with the unit. However, on any other die roll the casualties are taken normally.

The unit may recover up to two casualties per turn. Any casualties who are not regenerated on the turn in which they were lost are treated as usual and permanently removed from the battlefield.

When the last models in the unit are removed from the battlefield leave a marker to indicate the unit's final position. Up to two of these models may regenerate and reappear on the tabletop.

D696-710 RAZOR SHARP CLAWS

The bulk of the mutants in the unit have elongated fingers, and many have extremely sharp claws. The unit may make an additional *claw* attack with every second model involved in hand to hand combat with the enemy. Thanks to the sharpness of the mutants' claws opponents suffer a penalty of -1 *armour saving throws* against such damage.

D711-725 REGENERATION

Many of the unit's members have the ability to recover from wounds received on the battlefield. At the end of any turn during which the unit took casualties (ie models were removed from the table) roll a D6. On a result of 4, 5 or 6 place one 'dead' model back on the table with the unit. On any other die roll the casualties are taken normally and the models are left off the table.

The unit may only recover one casualty per turn regardless of the number of models actually lost. A casualty who is not regenerated on the turn in which he was lost is trated as usual and permanently removed from the battlefield.

When the last models in the unit are removed from the battlefield leave a marker to indicate the unit's final position. One of these models may regenerate and reappear on the tabletop to continue the battle alone (assuming it can pass the appropriate *psychology* tests)..

D726-740 RESILIENT

The unit is made up of tough mutants, capable of undergoing privations that would bring lesser creatures to their knees. Increase the unit's *Toughness* by one.

D741-755 ROTTING FLESH

The unit's members appear at best to be diseased and unhealthy and, at worst, to be dead and risen from a plague pit. In many cases flesh hangs in loose tatters from bones, and the whole image is one of death and decay. As the mutants move, small lumps of leprous flesh drop from their diseased bodies and new welts and sores constantly appear. While this attribute looks extremely repulsive and adds one to the unit's *fear points*, it has no effect on the unit's profile.

D756-770 SCALY SKIN

Some of the mutants have hard and calloused skin, and the majority of unit is scaled, or has leathery lizard-like skin. This scaly skin is usually in the patron Chaos god's colours (eg Khornate mutanats have red and black scales). The attribute adds +1 to the unit's *armour saving throw.*

D771-785 SCORPION TAIL

Many of the unit have scorpion-like tails, each ending in a wicked, barbed stinger, which arch above their heads. Increase the unit's *fear points* by one.

Every second model involved in hand to hand combat has a sufficiently developed scorpion tail to make an additional attack. Unlike other *tail* attacks, however, this scorpion *tail* attack may only be made against models in front of the mutant.

Roll a D6 for the unit; on a result of 4, 5 or 6 this tail is *poisonous*, and attacks with the scorpion tail are made with a +1 bonus to *Strength*. If any of the mutants in the unit have this *poisonous* attack, all of the unit's extra attacks are *poisonous* - only make a single roll for the whole unit.

D786-800 SHORT LEGS

Many of the unit's members have ridiculous short legs far too small for their body size, and are impeded in their movement as a result. Reduce the unit's *Movement* by two, and reduce its *fear points* by one.

D801-815 SILLY WALK

The majority of the unit have extremely odd walks: hopping, taking ridiculously short steps, bounding from side to side, taking several steps forward and back or whatever. Reduce the unit's *Move* and *fear points* by one each.

D816-830 SNAKE TAIL

Many of the mutants have long reptilian tails twisting behind them, some of which are tipped with snake heads. These snake heads all exhibit vicious curving fangs from which drip a potent venom. Add one to the unit's accumulated *fear point* total.

For every second model involved in hand to hand combat the unit may make an extra *tail* attack which is *poisonous*, with a +1 bonus to *Strength*. Because of the flexibility of the snake tails such attacks can be to the front, sides or rear.

D831-845 SPITS ACID

The unit's members have a tendency to dribble or drool, and many spray saliva from their mouths while talking. A few members of the unit have a highly corrosive saliva, which damages anything it touches. During the *shooting phase* every second model in the unit's front rank may *spit acid* up to 5", causing a *Strength* 3 hit. Add one to the unit's accumulated *fear point* total.

D846-860 STRONG

The unit's members are heavily muscled and powerful. As they march, the mutants flex their rippling biceps and flaunt massive pectorals, hoping to fill enemies with fear at their obvious prowess. Increase the unit's *Strength* by one.

D861-875 STUPID

Some of the unit are merely idiotic, some are downright cretinous while many others have almost nothing whatsoever in the way of brains. As a result the unit is subject to *stupidity*.

D876-890 SUCKERS

The mutants in the unit are covered in round, fleshy rings, and some have developed suckers like those of an octopus. Increase the unit's *fear points* by one.

After the first round of fighting every other model involved in hand to hand combat fastens itself onto an opponent and receives a +1 bonus *to hit*.

D891-905 TENTACLES

Many of the unit have tentacles in place of of one or more arms. This presents a bizarre appearance, and increases the unit's *fear points* by one.

D906-920 WARP FRENZY

The unit is subject to *frenzy* of a bizarre and powerful type. When the unit becomes *frenzied* its members gain an extra D3+1 dominant Chaos attributes. These can be generated randomly on each occurrence of the unit's *frenzy*, determined now and noted down for later use or you can roll a D6 and consult the following table:

D6	Result
1	*Enormously Fat, Iron Hard Skin*
2	*Fangs, Rapid Regeneration*
3	*Agility, Mace Tail, Rotting Flesh*
4	*Burning Body, Horns, Limb Loss*
5	*Bestial Face, Multiple Arms, Warty Skin, Weapon Master*
6	*Beaked, Cowardice, Long Legs, Metal Body*

This attribute adds a variable number of *fear points* to the unit's total, depending on the attributes gained as result of the *frenzy*.

D921-935 WARTY SKIN

At the very least the mutants have a scabrous complexion, and the majority of unit is covered in hard nodules of skin or warts. This warty covering adds adds +1 to the unit's *armour saving throw*.

D936-950 WEAPON MASTER

The unit is composed of unnatural masters of the arts of combat. Increase the unit's *Weapon skill* or *Ballistic Skill* (player's choice as to which) by one.

D961-965 WINGS

Most of the unit have wings, and some mutants have developed a bird-like or bat-like appearance. Add one to the unit's *fear point* total.

The unit has the following random flight profile:

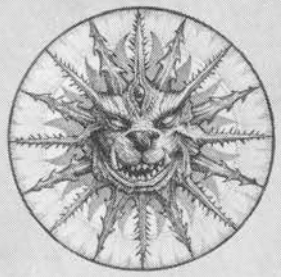
Minimum Speed: 2D4-2"
Maximum Speed: 4D6"
Acc/Dec: 2D4-1"

In addition, the unit is fully capable of combat while in flight.

D966-000 INVENT YOUR OWN

You should feel free to develop new dominant Chaos attributes to add to the list presented here. See the description of the same attribute in the *Personal Attributes Table* (p136) for some suggestions.

If you do not wish to invent new Chaos attributes, or if you are playing a competition game, you should ignore this result and re-roll the attribute.



COLOURS OF CHAOS

Being, in its greater Part, a Discussion of the numerous Hues and Forms adopted by the Servants and Creatures of Chaos and, in its lesser Part, an Essay upon their Construction, and Colouring when required in the form of Models, so that such Representations may be used upon a Table Top

"Johann had no diversions. Thought was driven from his mind in a welter of gore and destruction, a curse of weaklings and the disloyal. His path was sure and his climb awash with the blood of those he had slain in Khorne's name. He had scaled the heights of devotion to the Blood God, and yet his journey was not over. In his still-mortal hand he clutched a Daemon blade, a creature of darkness forged anew and given terrible shape with a keen, blood-hungry edge. Its clawed hilts and pommel grasped at Johann's loyalty and held it steady.

"Armed and armoured in Khorne's colours and in a fashion pleasing to himself, it had been a long time since Johann could have passed as an ordinary man. And yet, through Khorne's power he could appear as mundane as any normal man. His appearance itself could deceive and trick, sowing uncertainty amongst his enemies. In that moment of doubt, Johann could throw aside his mask - much as a mummer at the end of a play - and, in the instant of doubt, strike."

The old man paused, and stared into the fire for a moment. His listeners, their own drinks forgotten, watched as he filled his wine glass and sipped with suprising delicacy.

"Doubt breeds further doubts, and Lothar's uncertainty was indeed prolific. His thoughts weighed him down, or perhaps it was the further pain of his latest transformation. Lothar's eyes, as cunning as his tongue at weakening the resolve of his sometimes willing victims, were merging into a massive and singular orb. Possibly Lothar's alteration was a punishment from Slaanesh, for a neglected lover is vengeful indeed.

"Lothar paused in his climb to power, and discovered anew that an upward path often has no safe downward course. Trapped and helpless, doomed to climb further and yet lacking the daring and courage to take the final steps, Lothar slipped. He hung to his sanity, or at least such of it as remained, by his fingertips...

Three Slaaneshi Champions

A pair of Slaaneshi Fiends

Keeper of Secrets (Greater Daemon of Slaanesh)

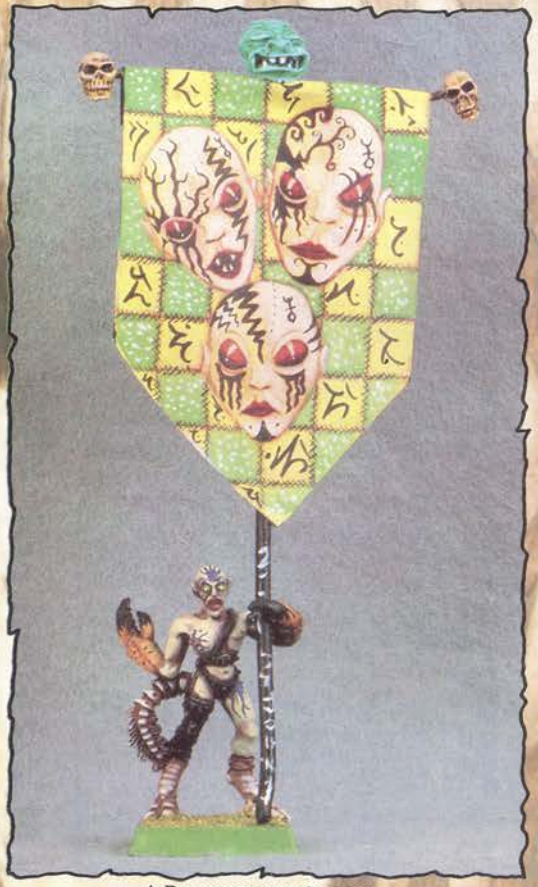
Three Slaaneshi Champions

Beastmen of Slaanesh

Warriors of Slaanesh

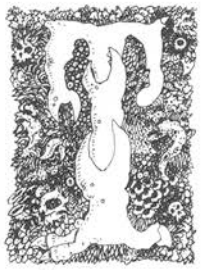
Daemonettes (Lesser Daemons of Slaanesh)

Two Mounts of Slaanesh, one ridden by a Champion of Slaanesh, the other by a Daemonette



A Daemonette standard bearer

Beastmen of Slaanesh



THE COLOURS OF CHAOS

Whether you intend to field an army of Chaos followers, use individual miniatures for a roleplaying adventure or just collect *Realm of Chaos* figures, they will only look truly grotesque after they have been painted. Given the number of mutation permutations, the potential for converting miniatures is also great. But the Powers and their followers demand special attention in this respect, for who is to say what colour an eye-stalk should be? And how mutated can you make a mutant? Perhaps the master of all things miniature, John Blanche, can answer.

Realm of Chaos miniatures provide plenty of scope for the imaginative and adventurous miniature figure painter to experiment. Painting your miniatures normally yields the best results as gaudy colour schemes can drown a figure. But when you consider the subject matter here, bright green hair or sky blue skin for the followers of the mighty gods of Chaos sounds perfectly reasonable. Perhaps anything goes. Or does it?

The choice is yours, obviously, but to be really convincing it pays to show some restraint and apply some sort of themes for your choice of Chaos colour schemes. The Powers - Khorne, Slaanesh, Nurgle and Tzeentch - suggest themes by virtue of their different characteristics, which themselves cater for most tastes, from the gaudy to the militaristic. A livery mainly composed of the martial colours (red, black and brass) suits the followers of Khorne perfectly, whereas Slaanesh has pale skinned followers bedecked in pastel shades, offset by shiny black leather and studs.

By bearing this in mind, your figures, and in particular your units and armies, will have an overall coherence which proves to be more striking than the result of adopting a free for all approach with the palette. If your warbands of mutants and Champions don't bear allegiance to one particular Power, or if they operate covertly, apply a naturalistic colour scheme (in a suitably horrible tone). Nature itself provides an endless reference source, covering every conceivable pattern and colour combination. So where flesh, hide, scale or fur appear, if you are stuck for a colour scheme, a quick glance through a natural history book should be enough to trigger your imagination. Of course, naturalistic should also mean authentic, so be selective and bear in mind the nature of Chaos.

Cloth should be painted as cloth and metal as metal etc, but feature colours that are associated with fear, the unknown, corruption. Black, offset or picked out with red and brass, has been a favourite colour scheme for Chaos Champions employed by **Citadel** figure painters for some time. A fair degree of dark green has also been used by artists when dealing with chaotic subject matter, probably because of its association with things slimy and tentacled. It's also a very useful colour to use as an alternative to black, because black cannot be shaded, only highlighted. Green therefore is a little more versatile to the miniatures artist.

Let's summarize the basic steps.

Blending: This is the application of base colours to the figure, on top of the usual application of a white undercoat. Shading tones (a darker shade of the base colour) are then carefully applied to the underside and the crevices of each area. These, whilst still wet, are thinned into the dry base colour with a damp brush. Highlights are applied in the same manner to the raised areas, and again blended into the base colour. Detailing and lining detail is then added to complete the figure. Blending does take some practice but creates a very subtle finish.

Drybrushing and Washing: By far the most popular and quick method of shading a figure is to cover the base colour areas with a dilute mix of ink, which then floods the depressions creating shadows. Highlights are then applied by drybrushing the raised areas. This is achieved by removing the majority of pigment from the brush on a rag and then drawing the tip of the brush briskly over the area to be highlighted. The remaining pigment adheres to ridges on the figure, creating highlights. With practice you soon learn how much paint to leave on the brush and what amount of light colours or white you should add to the base colour to get the correct shade. Details and the lining of separate areas of the figure can then be added with a fine detail brush.

Whatever technique you choose, you will undoubtedly develop your own way of doing things, but it does help if a learner practises painting base colours first until he can cover each area neatly, and then moves on to practise with ink washes. It does take time to develop these skills and it's worth practising on old miniatures, until you are confident enough to tackle your new **Realm of Chaos** figures.

Specific Colour Treatments

What better place to begin than with the all-encompassing 'evil' colour, black. As mentioned above, black cannot be shaded only highlighted, a fact which has caused a number of figure painters to be rather puzzled about how to tackle shades for this colour. The solutions are not only simple, but they supply the painter with a number of different effects to choose from.

With cloth simply forget the shading, just highlight the raised areas very subtly. The more you work black, the more you move away from a good strong colour. The obvious solution is to use a dark grey for the highlights, which is adequate but rather dull. To make a richer colour, try dark browns, greens or blues. Browns are suitable for the tunics of lowly troops such as Thugs and Beastmen, whilst dark greens and other rich colours are effective on Champions and Sorcerers. Because no shading is needed, it's a much quicker figure painting method, so this technique is very effective when painting units.

The same techniques can be used for black armour, or alternatively you can highlight black armour with a small amount of white drybrushing and then glaze (a layer of ink over the whole area) the armour with coloured inks: deep reds or greens, are highly effective when used this way. It is even easier just to glaze over the bare metal. Strange and chaotic metal effects are easily created this way, but remember not to undercoat these areas if this is the effect you require. If your figures are to have a matt finish, it is just as effective to leave black armour black and to just give it a coat or two of high gloss polyurethane varnish. Army edging, army decoration, symbols or runes can be added with the detail brush, with gold and red being particularly effective. When applying red to large areas you may need a white undercoat first, so that the colour can establish itself. Otherwise the result is rather dull.

Another very popular Chaos colour scheme favoured by the **Citadel** figure painters is dark green. There are different ways to achieve dark green, either on armour or on clothing. As mentioned previously, green drybrushing on black can be utilized, or in the case of metallics, green ink washes on bare metal, or even coloured metals (such as gold) are attractive. Remember the more washes you apply, the deeper the colour. Of course, this applies to any colour. Green cloth would be given a base colour of green, shaded with a darker green or green ink and then highlighted with a lighter green on the base green/white mix. Different combinations give you different shades. There are no rules here, so experiment a little and find your own preferences. Again, details, edging, runes or symbols can be picked out in another colour. Red is most effective, as it is the opposite of green in the colour spectrum. Gold is also very attractive as yellow provides harmony.

Another unusual colour scheme for Chaos metal and armour can be achieved by simply adopting the standard cloth painting technique and apply it to armour. This means that fully armoured Champions can be painted pale green or bright red without actually looking metallic. This can provide very striking colour schemes and is very appropriate for units of Warriors fighting for particular Powers. For example, vermilion (bright red), crimson (deep red) and orange plate armour for Warriors of Khorne, and pink, pale green, or pastel blue and mauve for Champions of Slaanesh.

Reference Material

With the Chaos Wastes being rife with mutations which echo natural counterparts, such as beast legs, crab claws, birds heads and tentacles, it is appropriate to lean heavily on nature for source material. This provides the figure painter with an almost endless list of colour schemes and offers a route to achieving that much sought after convincing paint job. Even the most mundane figure can be painted this way giving it a truly chaotic but realistic result.

For instance, a unit of Chaos Beastmen could be painted in a combination of tiger stripes, giraffe patches and horse dapples. But to attempt to do this without reference material would be a mistake. It would be quite tempting for an impatient painter who desires a tiger skin effect to simply paint the figure's skin orange and then to paint black stripes on it. The result would look amateurish and unconvincing. Look carefully at books, or keep a reference file with magazine cuttings as your source. Have you ever noticed the subtlety of tiger stripe shapes and the direction of pattern that they form? Have you noticed that most animals have pale or white undersides? Have you looked at crabs' claws carefully and noticed that they are not just orangy red, but have subtlety of colouration, or that dapples on grey horses are not solid grey blotches, but mottled shapes which leave white showing through. It doesn't take long to find reference material and it's well worth the effort.

Of course you can translate natural patterning into strange colour schemes; for example, you could have bright green tiger striping with the stripes painted a plum colour. Very weird, yet if you can maintain the subtlety of colour gradation and patterning of the real animal, your finished figure should look spot on. Colour can be fun. You can opt for complete contrasts, such as the opposites found in the colour spectrum. These are red and green, yellow and purple, and orange and blue. Alternatively you can opt for harmonies. This is where colours lie next to each other in the colour spectrum (eg red is next to orange, purple is next to red, and so on). Most appropriately for **Realm of Chaos** you could settle for a colour discord. This is easy to achieve by basically choosing a contrasting colour scheme and adding black to the lighter colour and white to the darker. For example, yellow and black would become a dullish ochre, and purple and white becomes a pale mauvish blue. Used together they look quite sickly but very unusual.

There are other appropriate applications for this type of colour use with chaotic figures. This is to shade flesh with the opposite shade, preferably using ink washes as the translucent quality of inks adds to the realism - particularly on flesh. If you have your skin tones painted in normal flesh (which could be interpreted as a light shade of red), you then could choose its discord as the shading colour (ie green). Basically you can shade flesh with a green wash. The result is a fetid looking skin tone. On the other hand, harmonies can be used to give a colour 'brilliance' - a red ink wash over yellow, for example.

One final tip for those of you who feel that your shading techniques have not worked leaving figures looking a little scruffy. Apply a lighter shade of 'dapples' over the whole skin area. If your figure has green skin, then small 'blobs' of very pale green carefully applied all over the green area, will unify and neaten up the whole thing. Have the brush tip liberally loaded with pigment, so that the paint naturally forms small 'blobs' on contact with the figure. Remember, too much pigment will result in flooding.

There is much for the figure painter to come to grips with when dealing with chaotic subject matter; it is an exciting and inventive area, but do try and temper this with a regard for subtlety and authenticity. That's the road to realism.

There are rules to follow, both in terms of the Powers and their minions, and the kind of colour schemes you can adopt. But with practice and patience your mutations will never be a tentacle short of an octopus.

'It's nothing like me! You promised me that it would be an excellent likeness. Two hundred you've had and for this... this... ordure.' Von Gottschalk was furious. He prodded the offending bronze statue with his walking stick.

The artist wiped the mark from the statue's foot with a soft cloth. He sighed.

'The two hundred barely covered my materials, my lord. The portrait is exact, taken from the cartoons I prepared last month. The posture is yours, the demeanour military and noble, the size as specified, no more than two feet. You saw and approved the waxes.'

'It is rubbish. And now I suppose you'll want your final three hundred, eh? Well, damn you. I won't pay.'

The artist said nothing as von Gottschalk left. He stood by the window and watched the pompous fool stride down the street. 'Be careful who you damn, fool.'

By midnight, all was finished. The chalk markings on the artist's work table had been the hardest job, so precise, and all to be drawn from memory. But now von Gottschalk's statue stood in the middle of the largest chalk circle. Even the girl he had chosen from the street below was ready to do her part. Gold had cured her reluctance. The artist picked up a mallet, testing its balance and weight. Perfect. He began to whisper softly. The room grew warm.

The girl stepped forward, and ran a finger down the statue. She caressed it, stroked it, traced its contours and shapes. Her fingers left faint lines of sweat and grease on the bronze. The artist's whisper had become a soft chant.

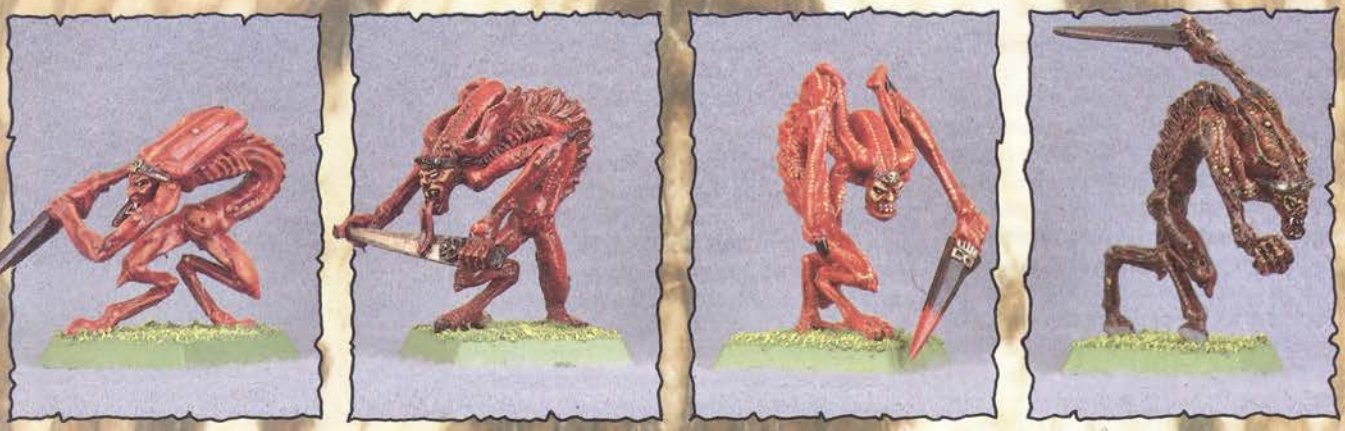
Von Gottschalk stirred from his dreams. A piece of cheese, or too much of that Tilean wine, no doubt. He rolled over.

The artist's eyeballs were rolled back. His breath was a hoarse rasp, a single word, endlessly repeated. The mallet was raised above his head.

'Slaanesh! Slaanesh! Slaanesh! Slaanesh! Slaanesh...'

The girl turned and shrieked. The mallet came down with all the artist's strength. The statue toppled slowly, as if held up by an unseen hand. Its head was cracked, and as it landed, the face fell off.

In his bed, von Gottschalk fell silent.



Four Bloodletters (Lesser Daemons of Khorne) in the black, red and brass colours of the Blood God

Champions of Khorne

Bloodthirster (Greater Daemon of Khorne)

Champions of Khorne

Beastmen of Khorne dressed in the black, red and brass armour favoured by followers of the Blood God

Warriors of Khorne

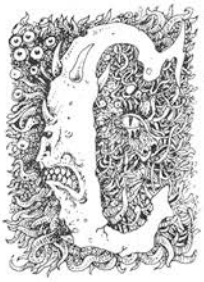
Converted Warrior of Khorne

Champion of Khorne

Fleshhound (Daemonic Hunting Beast of Khorne)

Champion of Khorne mounted on a mighty, metal-plated Juggernaut (Khornate Daemonic Steed)

Beastmen of Khorne



CHAMPIONS AND WARBANDS

Needing only a few models of different races, plus a handful of character models, warbands have an unusual and colourful appearance on the tabletop. Led by a Champion of Chaos or Chaos Renegade, these motley bands can form the basis of a succession of games. In such a campaign, some of the models are killed even as others become more powerful, but there is always the opportunity to expand and develop the warband as it proceeds from game to game, producing a detailed background for each band and its leader.

On the following pages are some sample Champions of Chaos and warbands for **Warhammer Fantasy Battle**. Use these as 'instant' warbands if you need them, or simply use them as examples and draw on them for inspiration in creating your own bands. Note that any Chaos attributes that change a model's profile have already been taken into account. Where a reward has the number one bracketed after it, that reward has only been granted to a single model from within the unit. These Champions and warbands, taken from the **Citadel Miniatures Realm of Chaos** range, are shown on pages 154-155.

SAPIR REDWOLF, CHAMPION OF KHORNE

Clad in crimson armour, brandishing an arcane weapon of devastating effect, terrible to encounter and fearsome to behold, Sapir travels the Chaos Wastes alone, leaving a bloody trail of death and destruction behind him. The Redwolf spurns the notion of a warband and simply murders all those who foolishly hope to join him, cutting them down as they kneel in subservience. This solitary figure often appears unannounced on a battlefield, cutting a swathe through all who stand in his way. Blood is his only creed and he cares little about the causes of battle or his comrades-in-arms. His brooding silence in this bloody work is more terrifying than any battlecry.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SAPIR	4	6	4	4	4	4	6	6	10+3	5	6	6

Rewards: Blood Rage, Chaos Armour, Face of a Bloodletter, Personality Loss, Regeneration, Scorpion Tail: poisonous, Technology: autopistol.

Equipment: Chaos Armour, hand weapon and autopistol.

Points Value: 210.

OXBLOOD FOULGRIM, CHAMPION OF KHORNE

Oxblood Foulgrim has three glowering eyes, a pair of twisted horns curving above his head, and a scythe-like weapon made of serrated bone that is bonded to his right arm. He also has a problem: Oxblood is a moron. At times he is fury incarnate, a whirling mass of death-dealing steel and bone that few can withstand. Alas, at other times his mind just drifts off as he dreams of blood and gore. An implacable foe, perhaps: an untrustworthy ally, most certainly - Oxblood's presence in an army is of debatable value.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
OXBLOOD	4	10	4	4	5	4	5	2	9+2	8+1	8+1	10+3

Rewards: Additional Eye, Chaos Armour, Frenzy, Horns, Hunchback, Moronic, Skin of Khorne, Weapon Hand, Weapon Master.

Equipment: Chaos Armour and hand weapon.

Points Value: 270.

THE SKULLRIPPERS

The Skullrippers have sent many victims to Khorne. Constant skirmishes with other warbands, especially those of the hated Slaaneshi, have raised their worth to the Blood God. Caramon, their leader, is more dangerous than all of his lowly cohorts combined. Bound inside his long-hafted Daemon Weapon is a Bloodthirster - almost every blow strikes home and fells another enemy. And as a sign of his great favour with the Blood God, when he was gifted with a Bloodletter's face, his snake-headed tail received a similarly menacing visage with its poisonous bite. Caramon is a deadly foe indeed.

The Skullrippers are lesser followers of Khorne who vainly hope to emulate the deeds of their leader and become Champions of Chaos themselves. The main body of the band comprises eight horned Dwarfs and a smaller group of Humans, desperadoes of the Chaos Wastes. The last member of the warband is Kharl the Blunt, a Troll of some renown and little brain, who often stands perplexed, unable to choose between beating his opponents senseless with a gnarled club or roasting them with his fiery breath.

Warband Points Value: 420.

CARAMON THE RABID, CHAMPION OF KHORNE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CARAMON	4	5	5	5	3	2	4	2/4	8+1	9+2	8+1	9+2

Rewards: Aggression Bonus, Bird's Feet, Chaos Armour, Daemon Weapon: Bloodthirster, Face of a Bloodletter, Magic Level 2: 21 magic points, Snake Tail: poisonous.

Equipment: Chaos Armour, Daemon Halberd (Bloodthirster).

8 CHAOS DWARFS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	3	4	1	2	2	9	7	9	9

Rewards: Crossbreed: goat (1), Horns, Multiple Heads: +1 head (1), Regeneration (1).

Equipment: Heavy armour, shield and hand weapon.

7 HUMANS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	4	4	1	3	1	7	7	7	7

Rewards: Characteristic Increase.

Equipment: No armour, shield and hand weapon.

KHARL THE BLUNT, TROLL

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
KHARL	6	3	1	5	4	3	1	3	4	4	6	6

Rewards: Breathes Fire.

Equipment: Hand weapon.

THE CRIMSON DEATH

The Crimson Death, warband of Gurni Ironarm, have only one purpose: to prove time and again their devotion to the Blood God. Gurni is a stern master, leading his retinue from battle to battle, honing their martial skills, and always enforcing Khorne's grim code of honour - no follower of Gurni's leaves a fight and lives to see the sunset. Ironarm, however, is driven by a secret fear of failure, a fear that he will one day meet his match and turn to flee, knowing that his warband will take swift vengeance should he fail them. Still he presses forward, ever the first to draw blood, half-man, half-machine, wielding his Daemon Sword and striking crushing blows with his mechanical mace-arm.

Gripped by the same frenzy that inspires their leader, the Crimson Death constantly demonstrate Khorne's superiority by force of arms. Gurni's lieutenant is the black-hearted Emmelmann, once a knight of the Empire, now an acolyte of Chaos, mounted atop a horned Steed and accompanied by a Fleshhound, gifts of his dark Chaos lord. Behind him march the Crimson Death: eight dog-headed Beastmen, four lurching, limping Orcs and a pair of Minotaurs, one of whom bears the mark of Chaos in the form a Dragon's taloned claw at the end of his powerful arm.

Warband Points Value: 600.

GURNI IRONARM, CHAMPION OF KHORNE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GURNI	5	6	4	10	7	3	4	3	9+2	5	6	6

Rewards: Aggression Bonus, Beweaponed Extremities: mace, Chaos Armour +1: bonded, Daemon Sword: Bloodletter, Evil Eye, Frenzy, Irrational Hatred: flyers, Mechanoid, Personality Loss, Strength.

Equipment: Chaos Armour, Daemon Sword (Bloodletter).

EMMELMANN, CHAOS WARRIOR

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIOR	4	5	5	3	3	2	5	2	8+1	6	6	10
STEED	8	4	-	4	4	2	4	3	-	-	-	-

Rewards: Chaos Weapon: Piercing, Collar of Khorne, Frenzy, Horn (Steed), Iron Hard Skin, Magic Immune, Personality Loss.

Equipment: Heavy armour, shield and Chaos Lance (Piercing).

FLESHHOUND

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HOUND	10	5	-	5	4	2	6	1	3	4	10	10

Rewards: Enormous Noise, Frenzy.

8 CHAOS BEASTMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4+2	4	3	3	4	2	3	1	7	6	7	6

Rewards: Chaos Armour (1), Crossbreed: Minotaur, Frenzy, Mark of Khorne (1), Powerful Legs, Tentacles: 1 arm (1).

Equipment: Light armour (1 x Chaos Armour), shield and hand weapon.

4 ORCS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC	3	3	3	3	4	1	2	1	7	5	7	7

Rewards: Frenzy, Silly Walk.

Equipment: Light armour, shield and hand weapon.

2 MINOTAURS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MINOTAUR	6	4	3	4	4	3	3	2	9	5	7	6

Rewards: Frenzy, Zoological Mutation: Dragon arm (1).

Equipment: Hand Weapon.

GRIMJACK THE HUNTER, CHAMPION OF KHORNE

Grimjack is an unusual Champion of Khorne. He has never, in all his years of service, taken part in a pitched battle. His inclinations and tastes are cut from a a different, although no less bloody, cloth. Grimjack is a hunter of blood, a dark stalker of his victims in the wild and lonely places of Chaos.

The ancient ruins at the borders of the Chaos Wastes are Grimjack's hunting grounds. He lives and hunts within the fallen towers and broken walls of cities and castles long abandoned by Chaos. Many venture within such places in search of hidden wealth or magical treasure, and these are the fools who fall to Grimjack's cunning.

The foolish and weak who are drawn to Chaos are his special delight. These he finds, terrorizes and, eventually, bleeds of life. The few who come in search of him as a means of serving Khorne are treated with equal disdain. They are prey, and feel the keen edge of Grimjack's blade, and their blood is as welcome to Khorne as any other. He is Khorne's huntsman, and no prey ever runs with the hunter.

GRIMJACK THE HUNTER, CHAMPION OF KHORNE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRIMJACK	4	5	4	7	4	3	5	4	9+2	7	8+1	8+1

Rewards: Beweaponed Extremities, Face of a Bloodthirster, Iron Hard Skin, Poisonous Bite, Short Legs, Strength, Tentacle, Wings: medium.

Equipment: Chaos Armour.

Points Value: 270.

Grimjack the hunter

CHAMPIONS AND WARBANDS

Descriptions and profiles for these sample Champions and warbands of Khorne and Slaanesh can be found on pages 152 to 157. The Chaos Champions and their retinues were generated using the system in *The Followers of Chaos* (p35) - details of their mutations are given in the *Personal Attributes Table* in *The Mark of Chaos* (p113).

Sapir Redwolf, Champion of Khorne

Oxblood Foulgrim, Champion of Khorne

The Crimson Death, warband of Gurni Ironarm: Chaos Beastmen, Gurni himself, Emmelmann and his Hound in the front rank, with the Orcs and a pair of Minotaurs in the rear

Caramon the Rabid, Champion of Khorne

Gurni Ironarm, Champion of Khorne, with his lieutenant, Emmelmann, mounted on a Chaos Steed and accompanied by a Fleshhound

The Skullrippers, warband of Caramon the Rabid: Chaos Dwarfs, Humans, and Kharl the Blunt, a Troll

Iskard Lustviper, Champion of Slaanesh

Gilellion the Lewd, Champion of Slaanesh

Yrlman the Loose, Champion of Slaanesh, and his follower, Jarea, a Chaos Sorcerer

Warband of Yrlman the Loose: Yrlman and Jarea stand at the head of the Champion's complement of Chaos Beastmen and Humans

Drusil Spittletongue, Champion of Slaanesh, with his Daemonic Servant and his mortal subordinates, Mulgani the Sharp and the mounted Adolph von Gruslowe

Warband of Drusil Spittletongue: Drusil and Fiend flanked by his Skaven and Dark Elves, with Ogres to the rear; Adolph von Gruslowe on a Mount of Slaanesh and Mulgani the Sharp stand to either side

GILBERION, THE DENIED LORD, CHAMPION OF SLAANESH

Even the noblest heart can be corrupted and turned to Chaos. When a fall from grace is allied to wealth, influence and power, that fall can be dramatic indeed. Thus Gilberion worshipped Slaanesh, and used his power to procure himself pleasures and pains of the flesh.

The Denied Lord was deposed and wiped from the memory of Elvenkind when his depravity became obvious. He had turned aside from all the restraints of mortality and morality. Subtle lewdness gave way to gross and violent depravity.

Now barely recognizable as mortal there are few who follow him. Those who do are used in such a brutal and depraved fashion that death is the inevitable result. And as each new victim-lover dies from his attentions, the Denied Lord croons his devotion to Slaanesh.

GILBERION, CHAMPION OF SLAANESH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GILBERION	5	7	5	4	5	4	10	7	10+3	9	10+1	10+2

Rewards: Chaos Armour, Characteristic Gain, Crest, Ensnaring Tongue, Extra Joints: arms, Face of a Daemonette, Magic Level 3: 33 magic points, Multiple Arms: +2 arms, Razor Sharp Claws, Tentacles.

Equipment: Chaos Armour.

Points Value: 300.

Spells: Level 1: Acquiescence, Bind Daemon, Cause Animosity, Dispel Lesser Daemon, Hand of Fire, Strength of Combat.
Level 2: Mystic Mist, Pavane of Slaanesh, Vortex of Chaos.
Level 3: Beam of Slaanesh, Cause Stupidity, Flame Sheet.

Gilberion

YRLMAN THE LOOSE

Yrlman has risen rapidly from his lowly beginnings. He knew from an early age that he was destined to follow the path of Chaos, and in particular the debauched road that was trodden by the worshippers of Slaanesh. He studied the endless ways of Pleasure with great relish as a youth, and was soon noticed by his chosen master. Reward came quickly thereafter and Yrlman found his body changing, twisting to offer him new and unexpected opportunities to exercise his imaginative and depraved mind. He sprouted a third arm that developed a crab claw; his feet became cloven hooves, a reminder that his path was reserved for a priveleged few; and a single breast sprung out from his chest as a sign of Slaanesh's special favour. With his growing deformity came notoriety and a retinue of lesser men and beasts.

The first of his followers and the most faithful are Beastmen; time and many joyous conflicts has taken its toll, however, and only a handful of these warped creatures remain. Alongside the Beastmen stand a company of Humans, their skins marked with whorls and stripes, patterns as twisted and intricate as the secrets that drove these Men from civilization into the Chaos Wastes. Lastly among the retinue is Jarea, a sorceress whose strange tastes have led her to Yrlman's side to learn the ways of pleasant perversity that he knows too well. But Jarea is far more powerful than Yrlman and is jealous of the favour he receives. For the moment she revels in her gnawing envy, biding her time - soon she too will take her first steps in the dangerous dance of Slaanesh's chosen...

Warband Points Value: 370.

YRLMAN THE LOOSE, CHAMPION OF SLAANESH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
YRLMAN	4	3	3	3	3	2	3	2	7	7	7	8+1

Rewards: Chaos Armour, Chaos Sword: Impunity, Cloven Hooves, Crab-like Claws, Hermaphrodite, Magic Level 1: 9 magic points, Multiple Arms: +1.

Equipment: Chaos Armour, Chaos Sword (Impunity) and whip.

Spells: Level 1: Acquiescence, Assume Illusionary Appearance, Ignite Missiles.

JAREA, CHAOS SORCERER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
JAREA	4	5	3	4	4	4	4	3	9+2	9+2	9+2	9+2

Rewards: Bestial Face: ant, Chaos Weapon: Singing, Magic Level 3: 35 magic points.

Equipment: No armour and Chaos Mace (Singing).

Spells: Level 1: Acquiescence, Assault of Stone, Dispirit, Hand of Death, Part Water, Summon Familiar.
Level 2: Confound Foe, Pavane of Slaanesh, Zone of Sanctuary.
Level 3: Beam of Slaanesh, Summon Familiar, Vanish.

5 CHAOS BEASTMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	3	4	2	3	2	7	6	7	6

Rewards: Crab-like Claw (1), Hermaphrodite (1), Horns.

Equipment: Light armour, shield and hand weapon.

7 HUMANS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7

Rewards: Brightly Patterned Skin, Manic Fighter.

Equipment: Light armour, shield and hand weapon.

DRUSIL SPITTLETONGUE

Drusil Spittletongue leads a mixed rabble of followers, joined only by their common purpose to enjoy every moment or die trying. Drusil himself exudes a luxurious scent that draws the unsuspecting within range of his long, pink tongue. This tongue combines the attacks of both a Fiend and a Mount of Slaanesh: even those who resist Drusil's luscious odour are ensnared and reduced to gawping idiocy - few survive such a close encounter with the Champion.

Among Spittletongue's retinue are several Skaven and Dark Elves, plus three Ogres who, unusually for their race, have turned to the decadent joys of the Pleasure Lord. With these minions are Drusil's two side-kicks, the warriors Adolph von Gruslowe and Mulgani the Sharp. The former rides atop a Mount of Slaanesh dressed in strangely sombre mail that matches Drusil's own Chaos Armour. The festering Mulgani prefers a more outrageous costume, but leaves enough bare flesh to reveal oozing sores, proud relics of past depravities.

Warband Points Value: 530.

DRUSIL SPITTLETONGUE, CHAMPION OF SLAANESH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DRUSIL	7	10	3	4	3	1	3	3	7	8+1	8+1	9+2

Rewards: Chaos Armour, Chaos Hounds: Fiend, Crest, Face of a Fiend, Face of a Mount of Slaanesh, Fast, Magic Level 1: 12 magic points, Musk, Resilient, Weapon Master.

Equipment: Chaos Armour, shield, hand weapon.

Spells: Level 1: Acquiescence, Bewilder Foe, Leg Breaking.

FIEND

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FIEND	6	3	-	3	3	1	3	3	8	4	8	8

Rewards: Magic Resistant.

ADOLPH VON GRUSLOWE, CHAOS WARRIOR

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ADOLPH	4	5	5	3	3	2	5	2-3	8+1	8+1	8+1	8+1
MOUNT	12	3	-	4	5	1	6	1	-	-	-	-

Equipment: Heavy armour, shield, hand weapon.

MULGANI THE SHARP, CHAOS WARRIOR

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MULGANI	4	6	6	4	3	2	6	2	9+2	8+1	10+3	9+2

Rewards: Chaos Weapon: Cool, Magic Level 1: 10 magic points, Pointed Head, Rotting Flesh.

Equipment: Light armour and hand weapon.

Spells: Level 1: Acquiescence, Cloud of Smoke, Enthuse.

6 DARK ELVES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DARK ELF	5	4	4	3	3	1	6	1	8	9	9	8

Rewards: Vividly Coloured Skin: blue.

Equipment: Light armour, sheild and hand weapon (2 x crossbow).

5 SKAVEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN	5	3	3	3	3	1	7	1	6	6	5	7

Rewards: Agility.

Equipment: Light armour, shield and hand weapon.

3 OGRES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
OGRE	6	3	2	4	5	3	3	3	7	4	5	7

Rewards: Chaos Armour (1), Horn (1: A +1).

Equipment: No armour (1 x Chaos Armour) and hand weapon.

GILELLION THE LEWD, CHAMPION OF SLAANESH

Like many Champions of Chaos, Gilellion has chosen a solitary course. Greedy for the rewards of greatness, he spurns those followers that come to him, preserving his precious freedom to act as he pleases. Although bound to the service of Slaanesh, Gilellion also practises the dark arts of necromancy, revelling in the macabre dances of the dead and the terror they inspire amongst the living.

In recognition of his faithful allegiance and his peculiar interests, the Pleasure Lord has rewarded Gilellion with a skull-like visage, skeletal Chaos Armour to match and a Chaos Weapon that has the power to raise his fallen enemies and force them to fight on for Slaanesh's cause - these undead companions are Gilellion's only retinue.

GILELLION THE LEWD, CHAMPION OF SLAANESH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GILELLION	4	6	5	7	4	4	6	5	10+3	10+3	9+2	10+3

Rewards: Bestial Face: goat, Chaos Armour, Chaos Weapon: Skeleton Horde, Cloven Hooves, Ensnaring Tongue, Magic Level 1: 15 magic points, Massive Intellect, Skull Face, Strong.

Equipment: Chaos Armour, shield and Chaos Sword (Skeleton Horde).

Points Value: 240.

Spells: Level 1: Acquiescence, Summon Skeletons, Summon Undead Champion.

ISKARD LUSTVIPER, CHAMPION OF SLAANESH

There need be no mention here of Iskard's early days as a follower of Slaanesh in the cities of the Old World, before he could no longer disguise his insectoid appearance and was driven into the wilderness.

In the Chaos Wastes he found new purpose. The old blandishments were unnecessary here: cruder measures found approbation among his fellows. Iskard soon learnt that there was much pleasure to be found in the simple joys of combat, and he quickly rose in Slaanesh's favour, even being accorded a secret name of daemonic origin: Ksy'Gzild'how. He still feels the sweet sorrow of nostalgia for the subtler delights of his civilized days, but could not now forego the raging glory of battle for such soft pleasures.

ISKARD LUSTVIPER, CHAMPION OF SLAANESH

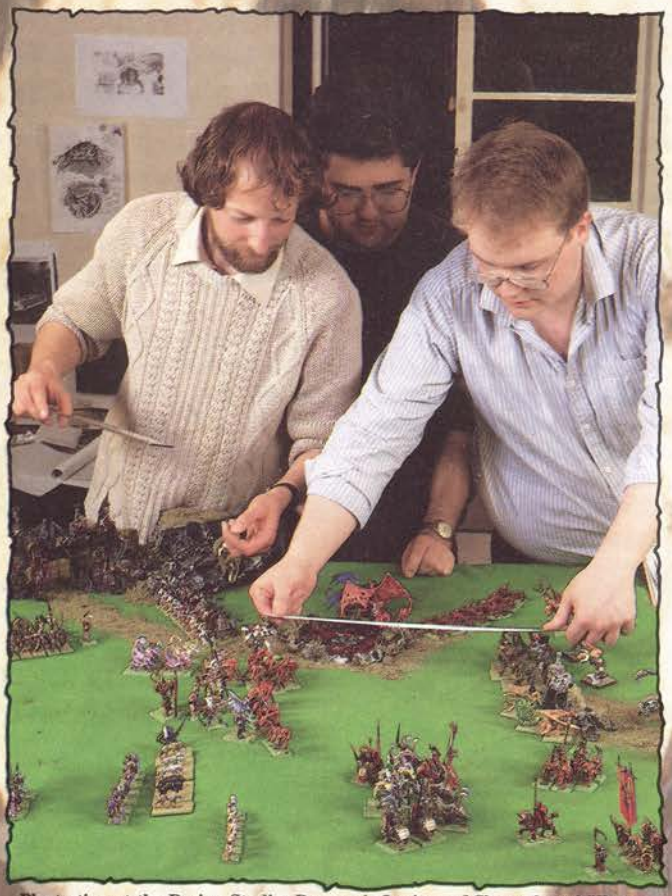
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ISKARD	4	5	2	4	5	5	4	5	9+2	9+2	9+2	10+3

Rewards: Bulging Eyes, Chaos Armour, Chaos Weapon: Freeze, Crossbreed: fly, Daemonic Name: Ksy'Gzild'how, Hypnotic Gaze, Iron Hard Skin, Magic Level 2: 19 magic points, Multiple Arms: +2 arms, Musk.

Equipment: Chaos Armour and Chaos Sword (Freeze, Slacken).

Points Value: 300.

Spells: Level 1: Acquiescence, Breathe Underwater, Clone Image, Destroy Undead, Flight, Magic Light.
Level 2: Cause Frenzy, Pavane of Slaanesh, Resist Fire.



Playtesting at the Design Studio: Daemonic Legions of Slaanesh and Khorne fight for dominance of the Chaos Wastes

Two Keepers of Secrets lead a Slaaneshi charge deep into the ranks of a Daemonic Legion of Khorne; Bloodletters and Chaos Legionnaires fight to prevent the Pleasure Lord's minions breaking through

The Blood God's army marches to war; Chaos Beastmen and Warriors, some mounted on Chaos Steeds, are led by their Champions and a mighty Bloodthirster

The armies of Slaanesh and Khorne meet on the field of battle; the mortal followers of Chaos are accompanied by summoned Greater Daemons and Daemonic Steeds

Daemonette with *Face of a Mount of Slaanesh*

Three Beastmen showing that different mutations are often found within a single group

Converted Bloodletter with the head of a Minotaur

Champion of Chaos mounted on a Chaos Steed

Skeleton Champion of Chaos

Chaos Beastman

Minotaur Lord

Champion of Khorne

Goat-headed Beastman

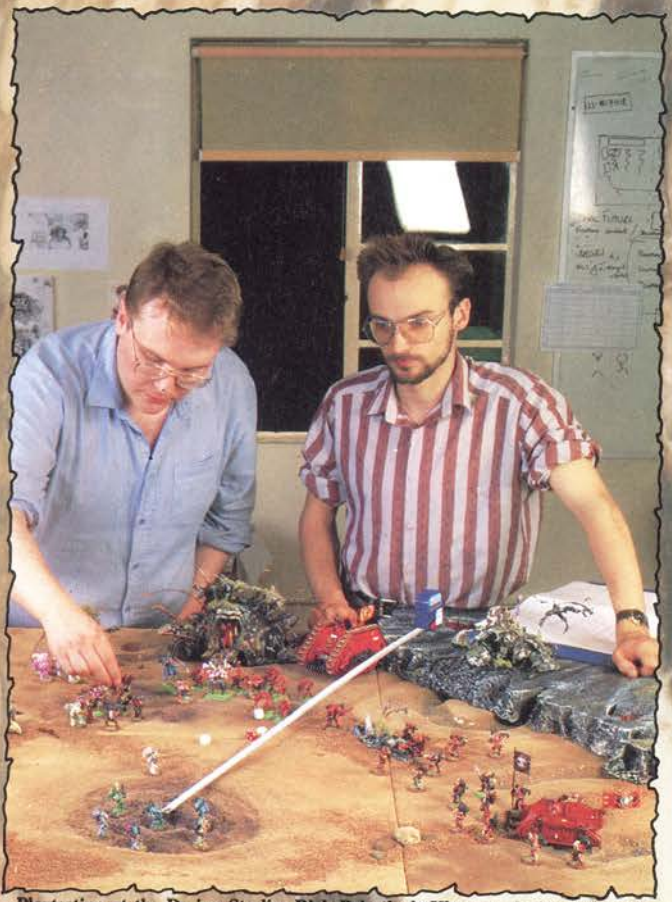
An army of Khorne, with daemonic support, meets a force of Orcs; one unit of Khornate Warriors has broken through the orcish ranks and is making a valiant stand, surrounded by enemy troops

BANNERS AND SHIELDS OF KHORNE

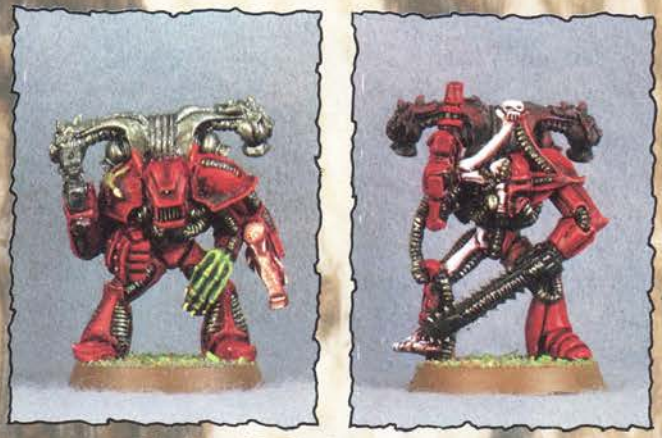
As seen in these examples, black, red and brass are the colours of the Blood God. Khorne's skull rune appears on almost all the emblems, often cleverly developed into a terrible and ferocious image. Also featured are the faces of Khorne's Daemons and many symbols of death and destruction.

BANNERS AND SHIELDS OF SLAANESH

Pinks, greens, yellows and blues - soft shades on rich silks are used for the banners of Slaanesh. Alongside the Lord of Pleasure's rune are other common Slaaneshi features: the hermaphrodite breast, the crab-like claws and the single, all-seeing eye.



Playtesting at the Design Studio: Rick Priestley's Khornate legion advances on Mike Brunton's beleagured Slaaneshi force



Members of the dread World Eaters Legion

Khornate Traitor Legionnaires advance into a Slaaneshi ambush; note the leader's *Face of a Bloodletter* and *Scorpion Tail*

Having crippied the World Eater's Land Raider, the Ultra Marines attempt to consolidate their attack against the Khornate Traitor Legionnaires

Khornate Chaos Renegades

Chaos Renegades of Slaanesh

More Chaos Renegades

THE EMPEROR'S CHILDREN - (banner top, shoulder pads bottom): bound forever to the Lord of Pleasure, the Emperor's Children know that Slaanesh watches their actions with delight.

THE IRON WARRIORS - (banner bottom left, shoulder pads top left): few could doubt the intent of the Iron Warriors having seen their banner - few live to tell the tale.

THE ALPHA LEGION - (banner bottom right, shoulder pads top right): the fearsome contortions in the Alpha Legion's emblem is matched by the twisted minds and bodies of the Legionnaires.

THE WORDBEARERS - (banner top left, shoulder pads in the centre): the worm motif represents the forces of Chaos gnawing from the inside.

THE BLACK LEGION - (banner top right, shoulder pad bottom right): dedicated to none of the Chaos Powers, solid black sums up the Black Legion's grim purpose.

THE WORLD EATERS - (banner bottom right, shoulder pads right): Khorne's skull rune features strongly in this terrible image of global doom.

THE NIGHT LORDS - (banner bottom left, shoulder pads left): the World Eaters are not the only chapter to dedicate themselves to the Blood God, as the Night Lord's red and black devices demonstrate.

Marines of the World Eaters Legion in Khorne's colours of black, red and brass

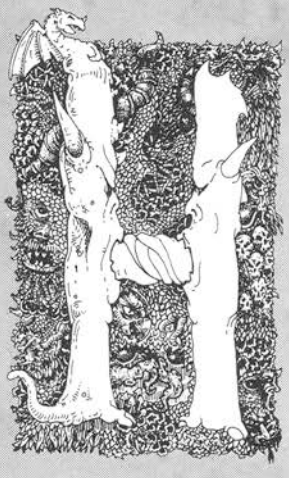
Traitor Legionnaire with heavy plasma gun

Champion of Slaanesh

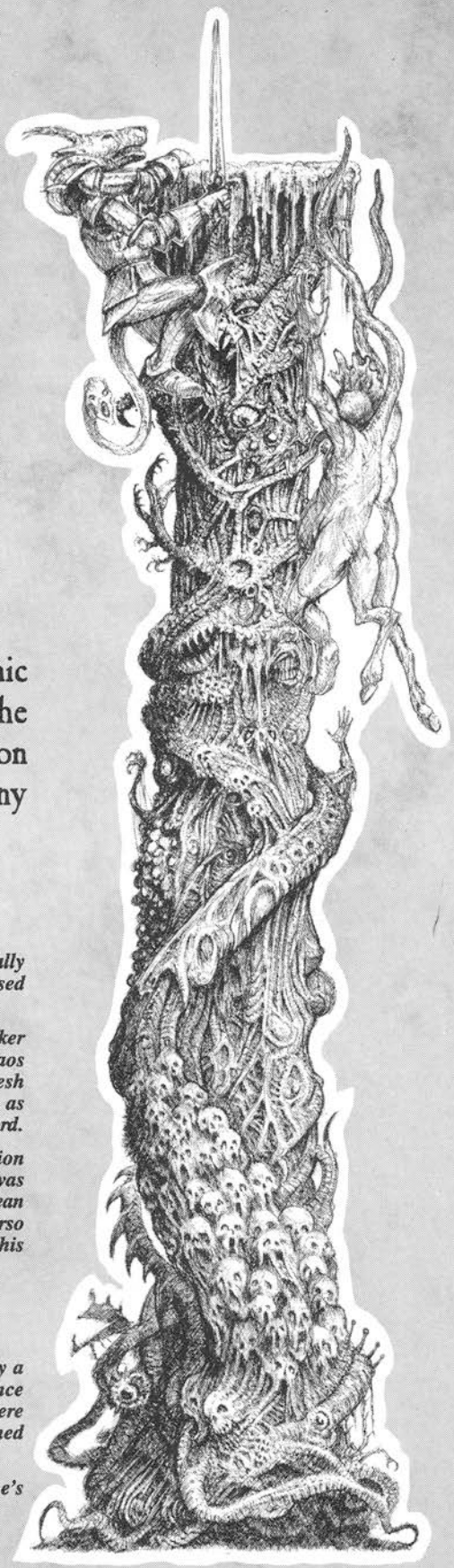
Traitor Legionnaire riding a Mount of Slaanesh

Slaaneshi Renegades

Khorne's World Eaters Legion resplendent in blood-red armour: the models are conversions using plastic marines and metal Chaos Warriors



HORDES OF CHAOS



Being in the main an Examination of the horrid daemonic and mortal Armies of Chaos that do Battle to further the Ends of their dark Masters and, in part, being a Description of the numberless unnatural Creatures that do accompany Them in spreading Mayhem

"Lothar's thoughts, so full of pleasure and pain, ravaged by plague and doubt, finally mastered him. He fell from his state of disgrace and plunged into the abyss of the used and discarded.

"Stronger men than he had dashed themselves to pieces in the service of Chaos and a weaker creature would have ended its own existence rather than face Lothar's fate with the Chaos Spawn. Yet Lothar had a strength of his own: as he fell, his purpose in following Slaanesh was reborn, and in his changed nature loyalty flowered again like a rank weed. Even as he was changed into a monstrous creature, Lothar shrieked eternal allegiance to his dark lord.

"Lothar's frame was tormented and warped into an inhuman form by his new position in Slaanesh's hierarchy. He had been a Champion, a Daemon awaiting birth, now he was condemned to a horrible, mindless existence. A wattled crest grew upon his head; his cyclopean eye became stalked; tentacles, tipped with cruel claws, sprang from his shoulders; his torso swelled to enormous size, pendulous and repulsive, and two extra legs grew from from his hips, as hairy and twisted as those of a goat.

"His fall from humanity was complete.

"As Lothar's fall was ending so, too, was Johann's climb.

"The other von Gottlieb had also been twisted further by Chaos, and a tail, tipped by a snapping, human face, waved at his back. Yet such a minor mark was of little consequence to Johann. The last handhold was taken, the last scramble made, the last victims were slaughtered by the mortal Johann. He had kept his bloody faith with Khorne and earned his final reward.

"Johann had reached the summit of his bloody ambition. He was no longer Khorne's Champion..."

The Bastion Stair

... I fell then, through charnel clouds and red mists that swirled about a land of dark ruin and much despair. The cries of some enormous beasts, their lowings of fear and desperation, reached my ears. And still I fell, driven now by fetid winds, towards a wall or cliff of deepest red and blackened iron. Its top was hidden in the clouds far above, its base was girt with boulders and skulls, no larger in my sight than sand specks, that it piled before its inexorable advance. The wall, for such it was, lay unbroken in its awful perfection from horizon to horizon.

I grew afraid, for this was the Outer Realm of Khorne, the Blood God, and this wall his Bastion, the Fortress about the Inner Lands. It now seemed to me that the stench of Death broke my fall as I flew onwards, towards fresh visions of this vast corner of Chaos.

And then ahead I saw a Stair, surrounded by pinnacles and columns and arches of blood and carven bone, circled by Daemons bound within black iron, brazen steps and hideous shrieking mouths. All that could speak or gibber vomited forth the praises of Khorne and shrieked out songs of Blood and Death. The Stair, its treads never built for mortal feet, climbed the dizzy heights, pausing at times before profane runes and stained sacrifice stones. Within the very fabric of the Daemon-thronged Bastion were smaller landings, each of which could have held a lofty and noble palace of our small World. The Stair twisted and rippled on itself, its Daemons chuckling their insane glee at its dreadful geometry. Still it climbed, ever upwards into the clouds of gore that circled overhead.

In all my vision, I saw not one living beast or man.

Through brazen gates and up endless steps I flew, my soul in dread as Daemons snapped about my heels. And before my eyes, as I rose from that place, I beheld the Fields and Meadows of Khorne beyond the Bastion, all quite soaked in red, stained with souls, and planted with endless lines of corpses lashed to their stakes like a grotesquery of bean plants. A thousand thousand Daemons cavorted with their dead and deathless buds, which were watered by gore-filled aquaducts and ditches. The Daemons marched and countermarched about their charges, stopping here to water the unprecious fruits, and there to dung upon them. And the air was filled with the taste of blood, the stench of the slaughterhouse, the noise of blood let from countless unready throats and all about was red beneath the brass sky of that Inner Realm...

- Liber Malefic, The Book of Hated Khorne, Marius Hollseher

NTRODUCTION

Daemonic Legions **are the inhuman, unnatural armies of Chaos. A Chaos god may have many armies of mortal followers, but the Daemonic Legions are the true measure of his power. It is the Daemonic Legions who fight deep within the Chaos Wastes, enforcing the will of their respective gods. Their battlefields are places where no ordinary mortal would dare to tread. The Legions dwarf their mortal counterparts - their savagery and power unmatched and unmatchable by mere Men.**

Legions are, in short, no petty collection of mortals squabbling on an insignificant battlefield. Each Legion is a complete force, an instrument of a Chaos god's will, wielded in the eons-old struggles of the gods. Their battles are a game between the gods, and the prizes are power and ultimately the right to decide the destiny of Chaos. For all that the Daemonic Legions fight these battles as ritual, the conflict is no less ferocious.

A Daemonic Legion is usually commanded by a Greater Daemon, the most powerful of all the servants of Chaos. The majority is made up of Lesser Daemons, Daemonic Servants and the mightiest Champions of Chaos in a god's service. The remainder of the Legion may be contingents of Creatures of Chaos or similar otherworldly creatures, such as the Undead. Each Legion is a force that can only be opposed by another army of the daemonic. No mortal army, no matter what its size, could stand against the power of a Legion. It would be crushed instantly, its troops cut down like corn before a reaping hook.

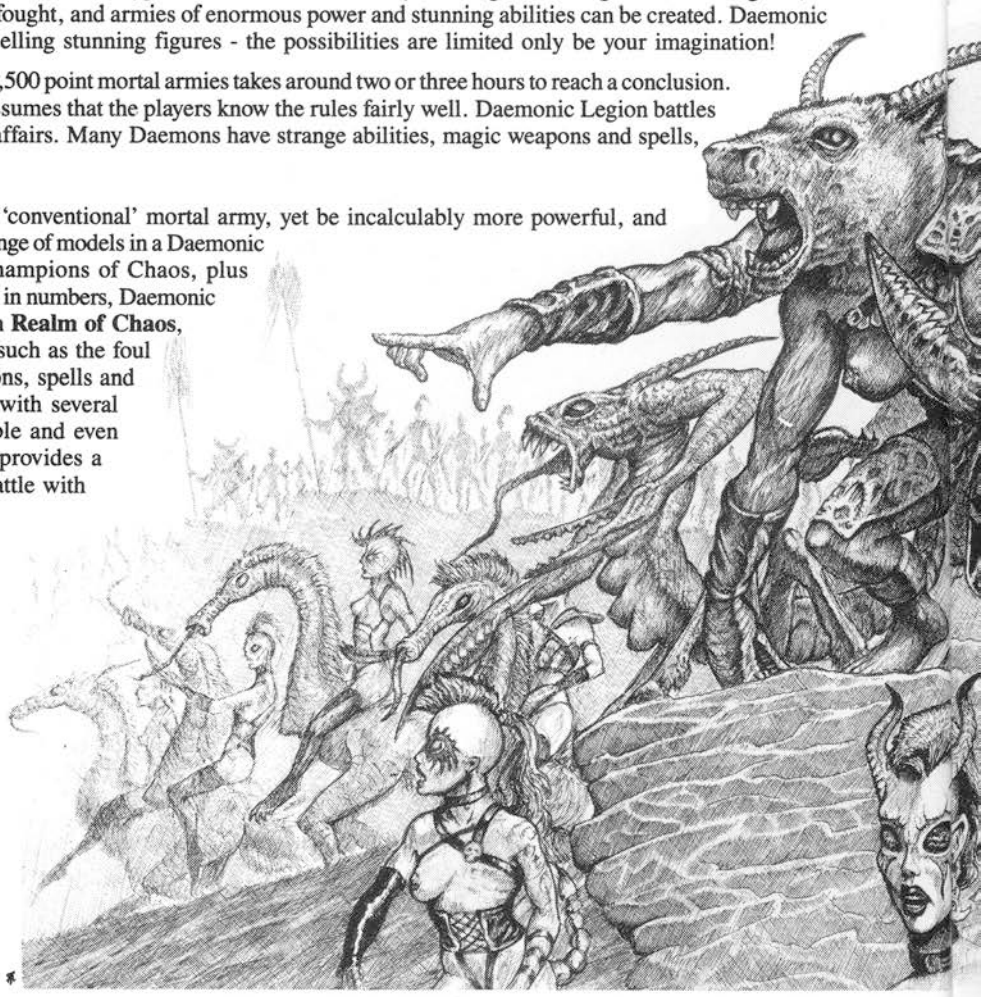
All battles involving Daemonic Legions take place within the Chaos Wastes, and are struggles fought out between the forces of rival Chaos Powers. The mortals who form part of each Legion are the carefully selected few, often those who are more Daemon than mortal - the Champions of Chaos, the Favoured of Chaos.

DAEMONIC LEGIONS

The Daemonic Legions of **Realm of Chaos** create a new type of **Warhammer Fantasy Battle** game. Using Daemonic Legions, intricate battles involving 20,000 point armies can be fought, and armies of enormous power and stunning abilities can be created. Daemonic Legions offer scope for collecting and modelling stunning figures - the possibilities are limited only be your imagination!

A **Warhammer Fantasy Battle** game using 2,500 point mortal armies takes around two or three hours to reach a conclusion. This does not include any set-up time, and assumes that the players know the rules fairly well. Daemonic Legion battles are more complicated and time-consuming affairs. Many Daemons have strange abilities, magic weapons and spells, and are marked by Chaos attributes.

A Legion can have far fewer figures than a 'conventional' mortal army, yet be incalculably more powerful, and as interesting to use in a game. The possible range of models in a Daemonic Legion is around 35-100 Daemons and Champions of Chaos, plus auxiliary troops and creatures. Although small in numbers, Daemonic Legions include all of the Daemons given in **Realm of Chaos**, the Champions of Chaos, Chaos Creatures such as the foul packs of Spawn, Chaos and Daemon Weapons, spells and mutations without number. Larger battles, with several Legions of each side are, of course, possible and even desirable. One Daemonic Legion per side provides a fascinating game, how much better is the battle with three or four? Or six?



Every single part of the **Realm of Chaos** rules plays its part in producing a Daemonic Legion. Together with the superb range of Chaos Daemons, Champions and other models from **Citadel Miniatures**, the Legions take **Warhammer Fantasy Battle** into a new realm - the Realm of Chaos.

Slaves to Darkness provides information on the Daemonic Legions of Khorne and Slaanesh. The Daemonic Legions of Nurgle, the Plague God, and Tzeentch, the Changer of the Ways, are provided in **The Lost and the Damned**, the companion volume of **Realm of Chaos**.

BATTLES IN THE CHAOS WASTES

A battle between Daemonic Legions is a clash of raw Chaos power, one of the many which has shattered and rocked the Chaos Wastes. They are as much rituals as battles, games played out between the Chaos gods to test or establish the (often temporary) supremacy of one over another. For the forces of a Daemonic Legion, faced with hated enemies, the ritual is of little concern. Their Chaos god has spoken, ordered them to a certain place at a certain time, and they will fight, bound by whatever conditions have been imposed. Daemons of Chaos will even fight against their own kind when ordered to do so. Their patron god has spoken...

A major confrontation between the Chaos gods can sometimes involve many Daemonic Legions. Each god can field up to his 'number' of Legions in any one place; for example, eight for Khorne and six for Slaanesh. Such a battle would dictate the relative status of the gods involved for many years. It can also provide the most challenging of **Warhammer** games for skilled players, using hundreds of models, covering a vast gaming table and probably lasting many evenings.

While each Daemonic Legion list is geared to producing a complete force, it is possible to use the lists to produce much smaller forces for (almost) skirmish-sized battles. A force of one or two units of Lesser Daemons can be created quickly, with their points values, spells and options clearly summarized. This is also an excellent way of building a collection of models into a complete Legion.

USING THE DAEMONIC LEGION LISTS

Before dealing with some of the exotic aspects of daemonic battlefields, a brief overview of the generation of Daemonic Legions may help to guide you through the intracacies of creating these ultimate armies of Chaos.

Before beginning to choose your forces, the ritual conditions for the battle must be agreed. These are the special rules imposed by the Chaos Powers to test their servants to the full. Limits on weapons, spells, attributes and so forth may be placed on the Daemonic Legions, making each battle a uniquely fascinating confrontation between opposing Powers of Chaos.

With the divine constraints on play established, you can now choose the daemonic forces that make up the Legion. As with any **Warhammer** game, you must first decide on the points allowance for each army. To start off, limit the armies to no more than 10,000 points each. This will give you a reasonable battle while keeping the action and forces involved to a manageable size.

Each side begins with the same number of Greater Daemons; you and your opponent should agree on the number of models to be used, or may roll on the table provided if no agreement can be reached. These Greater Daemons are not counted against the points allowance of the army.

Having agreed on the number of Greater Daemons, the rest of the Legion can now be purchased: Lesser Daemons, Daemonic Servants, mighty Champions of Chaos, the ever-battling Chaos Legionnaires, and hideous Creatures of Chaos may all partake of the glory to be found on the daemonic battlefield. Points values are provided in this volume for the cohorts of Khorne and Slaanesh, along with the various auxiliaries that may fight with a Legion. For many of these combatants you will need to generate Chaos attributes; as with Greater Daemons, you can either agree to the number of attributes allowed or can roll for these.

And it is said that even the deaths of ten thousand men cannot move these Dark Lords to pity. And that they play with mortal lives as a child plays with its baubles - tiring of them easily and throwing them aside for new pleasures. But unlike the playthings of infancy, mortal pawns can bleed, and feel pain, and die beneath the uncaring gaze of their masters.

And it is said that even when two mighty Legions of the Chosen meet in battle, the Powers of Chaos cannot stay their meddling hands. As Daemon faces Daemon, Champion faces Champion, and the very lands quake with fear, the great Powers pass down rituals to bind their cohorts. As if skilful advocates in a royal court, the Dark Lords argue the slightest points, the most obscure procedures, the least significant of details, vying one with another for slim advantage.

And sometimes the ritual is of great import: "You shall not use the Dark Magicks nor speak the Words of Power" perhaps, or "No Weapon, Iron or Steel shall you use, nor any Wooden Shaft, but only the natural Claws and long Fangs that we have given." And sometimes the ritual is petty and beneath contempt, as: 'No Blue shall be worn, nor shall the Mauves and Purples be seen upon this field." And sometimes the ritual is such as to make no sense to the limited mind of mortals: "There shall be no Killing, nor shall any Blood by spilt." But in the immeasurable minds of the Dark Lords there is purpose that cannot be guessed and schemes unfathomable.

And the ritual shall be agreed, and it shall be binding, even unto the least creature, even unto the greatest. When once the Dark Powers have spoken there is no Daemon that can gainsay their Word. And the battle shall begin...

THE RITUALS OF COMBAT

The importance of ritual and its 'rules' cannot be overstressed. The Chaos gods have few real limits to their powers and, as a result, often impose artificial restrictions on themselves. The Powers of Chaos fight elaborate games, staying within their 'rules' only by choice, vying for the chance to alter those same rules to reflect their own strengths and purposes.

Daemonic battles have all the importance of games in a cosmic tournament, games played out by ritual, whose pieces are expended on a whim. That *mortals* also suffer matters little: they are pawns to the gods - useful, but pawns nonetheless. The gods bind themselves to ritual conditions in their games of power and influence simply to test themselves. The strength of these promises binds the Legions to obedience. The Daemon troops of the Legion may not understand why they are forbidden certain actions in the coming battle, but they obey.

RITUAL CONDITIONS AND BATTLES

Conditions are set on battles in order to show the superiority (real or imagined) of one Chaos Power over another. Usually one class of powers, abilities or creatures is disallowed for the course of the battle. Often this is done purely on the whim of one or other of the Chaos gods involved, and the right to set the conditions of a 'game' has lead, in turn, to many savage battles.

Ritual conditions should be created to test the ingenuity and imagination of the players. They can also be used to remove sections of the **Realm of Chaos** or **Warhammer Fantasy Battle** rules from the game. For example, if one of the players has still to read and understand the rules on *Daemonic Saving Throws* a 'No Magic Spells' or 'No Magic Resistance' condition could be imposed. A battle where any spell can have a devastating effect on the most powerful force presents tactical problems all of its own!

If you wish, both players may agree before the battle on exactly what ritual conditions are to be in force. It is a good idea to write these down and make sure you each know what the effects of the conditions are, to prevent misunderstanding or confusion during the battle. If you cannot agree upon ritual conditions, roll a D100 and consult the *Ritual Conditions Table*. We recommend that for your first battle you do not impose any ritual conditions except to mutually agree a limit on the number of Chaos attributes used by each side. After this, use the table to determine the ritual conditions for your next few daemonic battles, until you understand what effects the different conditions may have.

RITUAL CONDITIONS TABLE

D100	Condition Imposed
01-35	**No Conditions** Use all the **Warhammer Fantasy Battle** and **Realm of Chaos** rules as normal. This condition does not prevent you choosing to limit attributes if you wish.
36-40	**No Mortals** The gods wish to assess the competence of their most favoured followers. Only Daemons, Creatures of Chaos, Undead and Ethereal forces may be used.
41-45	**No Daemonic Contingents** Only Daemons who follow the same Chaos god as the Legion may fight. This prohibition also covers Independent Daemons.
46-47	**No Undead or Ethereal Auxiliaries** Undead and ethereal models may not fight.
48-51	**No Flying** The Chaos Powers wish to demonstrate their mastery of the earth and prohibit their minions from flying.
52-55	**No Mounts** The Daemons and their cohorts must fight on foot. Chaos Steeds may still appear without riders.
56-60	**No Spells** None of the forces present may use spell-casting abilities, although magical weapons, Chaos Armour and so forth are still permitted.
61-63	**No Magic Saving Throws** Spells take effect automatically. The target has no chance to make a *magic saving throw.*
64-66	**No Daemon Weapons** Daemons and Champions of Chaos are prohibited from bringing their Daemon Weapons to the field.
67-70	**No Missile Weapons** The Powers wish to see their minions fight face-to-face and deny them the use of any missile weapons. This condition includes the use of technological weapons unless they are 'bonded' to the model as an attribute. Spells and any form of magical weapon that has a ranged effect are still allowed (this does not include magical arrows).
71-72	**No Armour Saving Throws** All successful hits automatically cause damage and even Chaos Armour confers no *armour saving throw* upon a model.
73-75	**No Technology** Technological weapons are banned from the battlefield. This prohibition does not include weapons 'bonded' to the model as a Chaos attribute.
76-77	**No Fear** All *fear* effects, including ranged fear effects, are ignored during this game.
78-80	**No Psychology Effects** No *psychological* effects are used, with the exception of *stupidity* (eg for Chaos Spawn).
81-90	**Random Number of Attributes** The number of Chaos attributes for each side is rolled on a dice. Khornate Legions roll a D8 for attributes and Slaaneshi Legions roll a D6 for attributes. You may separately agree with your opponent to limit the number of attributes allowed, in which case this result may be re-rolled.
91-00	**D6 Conditions** Roll D6 times on this table and impose all of the conditions generated. Any result of *No Conditions* is ignored and the result re-rolled.

Once you are familiar with Daemonic Legion battles, feel free to invent other ritual conditions, provided you and your opponent can agree before the game. Ritual conditions can be as simple or as complicated as you like, but it is easier to impose several simple straight forward conditions than to try to agree on a single very convoluted condition.

The restrictions of ritual conditions are the only alterations to the normal rules of **Warhammer Fantasy Battle** and **Realm of Chaos**. Unless contradicted by a ritual condition, all the usual rules apply: deployment, movement and manoeuvre, shooting, hand-to-hand combat, psychology tests, rout, daemonic abilites, Chaos attributes and so forth.

BATTLEFIELD TERRAIN

Daemonic Legion battles can be fought on normal **Warhammer Fantasy Battle** terrain. Only minor alterations of colour can produce a strange and alien landscape. For example, red grasslands, with grey trees and blackened areas of open rock and stone can look very effective. Likewise, painting the **Citadel Miniatures'** *Mighty Fortress* kit in unearthly colours improves its scenic appeal. A simple change is to paint the *Mighty Fortress* in a mottled pale pinkish brown and bone-colour. A Castle of Flesh or Bone is the result.

We recommend that the first few battles involving Daemonic Legions are fought over relatively normal terrain. Once the basics of Legion command are understood extra types of *Chaos terrain* can be introduced into the game (see **The Lost and the Damned**). Mixed normal and Chaos terrain on the same battlefield are indicative of the border areas of the Chaos Wastes. A battlefield with nothing but Chaos terrain is typical of those deep within the Chaos Wastes. There the normal laws of the world have collapsed, to be replaced by the flux of Chaos.

Regardless of the final nature of the battlefield, it is worth producing a good set of terrain features. No matter how good your models, they will look better when set against a good background.

DAEMONIC LEGIONS

Creating a Daemonic Legion is a straightforward process, but it can take more time than the creation of a similar-sized army of mortal troops. We recommend that you prepare your forces in advance of fighting a daemonic battle to save time during the actual playing session. It is useful to have a GM to help you with generating the forces, or you can simply trust to the honour of your opponent. The amount of information needed by everyone during a daemonic battle is far greater than for a normal *Warhammer Fantasy Battle* game, and time spent on noting down all the details of each unit is time well spent. Make a clear written record of the Chaos attributes and spells you generate for your Legion, especially if you are playing with a large number of attributes.

INSTABILITY

Daemons are *not* affected by *instability* on daemonic battlefields. Deep in the Chaos Wastes where these daemonic conflicts are fought, the power of Chaos is great enough to prevent the untimely disappearance of Daemons or their undead and ethereal auxiliaries. When selecting your forces, therefore, you do not have to concern yourself with the possibility that part of your Legion may be sucked into the Void. On the daemonic battlefield, *instability* effects are not applied under any circumstances, even if a unit is within 12" of a *Zone* spell or is the target of a *Dispel Magic*.

GREATER DAEMONS

Unlike the other troops in a Daemonic Legion, Greater Daemons are *not* purchased from the Legion's points allowance. The number of Greater Daemons allowed to each Legion is simply agreed by you and your opponent. This can depend on the complexity you want in the battle, the number of models available and so forth. If no agreement can be reached about the number of Greater Daemons for each Legion, roll a D6 and consult the following table:

D6	Number of Daemons
1-2	1
3-4	2
5	3
6	D4+1

No Legion should have more Greater Daemons than the god's number; eg Legions of Khorne may have a maximum of 8 Bloodthirsters, Legions of Slaanesh only 6 Keepers of Secrets.

Although Greater Daemons do not affect the points allowance of a Legion, any additional equipment given to them is costed at the usual points value.

DAEMONIC LEGION POINTS VALUES

Decide how many points will be spent on each Legion. Before the battle you should agree with your opponent and the GM (if any) on the points allowance that can be used to purchase the forces in each Legion. Once this has been decided, it is the upper limit for the total points value of each Legion and its auxiliaries.

A basic Daemonic Legion, made up of several Lesser Daemon units with no extra powers, has a total value of less than 5,000 points. Around 10-15,000 points is sufficient for a Legion with a selection of extra equipment and auxiliary troops. A Legion costing more than 25,000 points will have improved equipment and abilities and (probably) a full complement of auxiliaries.

A battle with a single 5,000 point Legion on each side should last most of an evening. A 5,000 point Daemonic Legion is also around the right size for your first Daemonic Legion battles.

The forces chosen for a Daemonic Legion can be any combination of allowed models, provided the numerical limits on different troop types and the points allowance of the Legion are not exceeded. The only other restriction is that unit sizes must conform to the appropriate god's number (eg eight models for Khornate Legions, six models for Slaaneshi Legions).

Up to one third of the points allowance of a Daemonic Legion may be spent on auxiliary troops (see *Auxiliaries* p179).

MORTAL TROOPS AND DAEMONIC LEGIONS

The mortal servants of the Chaos gods form an important, though secondary, part of all Daemonic Legions. The first of these are the mightiest Champions of Chaos in a god's service. They have shown themselves to be among the greatest of a god's servants, little removed from Daemons in the savagery of their actions and their devotion to Chaos. They are chosen to accompany the Legion as the final stage in their 'elevation' to Daemonhood. The second group are the Chaos Legionnaires, the personal retinue of mortals that surrounds a god. These warriors are every bit as powerful as many Champions, but have been chosen as the mortal vanguard of the Chaos gods.

CHAMPIONS OF CHAOS

Those who have shown great skill and devotion in the service of their god may be chosen to fight in a Daemonic Legion. For a Champion of Chaos this is a great opportunity, and all fight with utter ferocity, hoping to be noticed and 'blessed' by their Chaos god.

If you have already generated one or more Champions of Chaos that have fought in at least one mortal battle, you may (with the agreement of your opponent or GM) use these as part of a Daemonic Legion. However, no Champion with fewer than 3 *Wounds* can be included in a Daemonic Legion. If any of these Champions also have retinues, only followers with 3 or more *Wounds* may accompany their leader into the daemonic fray. Champions and their followers with fewer *Wounds* are judged unfit for such glorious service by their Chaos god.

The points cost for a pre-generated Champion and his followers (if any) is calculated as normal (see *Points Values and Followers of Chaos* p63). In brief, this is 60 points plus 30 points per reward for a Champion, and 10 points plus 10 points per reward for each follower.

If you do not have any suitable Champions, you may generate them specifically for use with a Daemonic Legion. Decide how many rewards you want your Champion to receive, up to a maximum of 12 (including the initial pair of 'free' rewards). Calculate the cost of the Champion as usual and deduct this amount from the Legion's points allowance. You may either generate the new Champion of Chaos immediately, or postpone this until you have chosen the remainder of your daemonic army. A summary of the points values for Champions of Chaos with different numbers of rewards is given below:

Champion's Rewards	Points Cost	Champion's Rewards	Points Cost
2	60		
3	90	8	240
4	120	9	270
5	150	10	300
6	180	11	330
7	210	12	360

When using this method of creating a Champion, you may re-roll any reward that would cause him to rise to the rank of a Daemon Prince or degenerate into a Chaos Spawn. You may also increase his *Wounds* to the minimum allowed of 3. Champions of Chaos generated in this manner do not bring any followers to the battlefield.

If the Champion does not receive Chaos Armour and a Daemon Weapon when generated, he may be given a suit of Chaos Armour and one or two 'standard' Chaos Weapons at no extra points cost (see *Chaos Weapons* p181). One of the Chaos Weapons may be double-handed if the model is armed in this fashion. Additional properties for Chaos Weapons may be purchased at the normal cost of 25 points per property.

Champions of Chaos are individually-based models and may fight independently or be attached to units of Chaos Legionnaires. They may not be attached to units of daemonic troops.

SKELETON CHAMPIONS

Daemonic Legions may include undead auxiliaries who are not truly part of the Legion, but fight alongside it. Skeleton Champions of Chaos are often used as the leaders of such undead contingents. It is also possible to include other, lesser, Skeleton Champions in the undead contingent as character models.

By far the easiest way of randomly generating a Skeleton Champion is to generate a Champion of Chaos in the fashion described above and then 'kill' him. The effects of such a death are described in *Becoming a Skeleton Champion* (p56).

The points value of a Skeleton Champion is calculated in exactly the same way as for any other Champion of Chaos.

CHAOS LEGIONNAIRES

Legionnaires are mortals chosen, often at the point of death, to serve their Chaos god in a direct fashion. They are maintained by arcane magics in endless, undying glory. The 'legendary heroes' of Chaos, they fight and die in huge numbers, yet can rise from the dead in a single night, protected by their dark master's awesome power. The once-mortal Legionnaires become arrogant, disdainful of others in the service of Chaos. They start secure in the knowledge that they have been specially chosen and granted pleasures beyond their dreams. But, as the centuries of death and rebirth stretch into millennia, doubts seep into the minds of the Legionnaires. Their existence is a purposeless one, doomed to death and subservience, the future merely another battle to be fought.

The Chaos gods, however, do not care. The Legionnaires are trapped in an endless cycle of battle, death and rebirth, tied to their god and their empty pleasures.

Legionnaires may be of any race, and all use the common profiles given in the Legion lists (see p192 for Legionnaires of Khorne and p144 for Legionnaires of Slaanesh). Regardless of their loyalty, all Legionnaires have Chaos Armour and one or two 'standard' Chaos weapons (see *Chaos Weapons* p189) - the points cost of this equipment is included in the Legionnaires' points values. One of the Chaos Weapons may be double-handed. Additional properties for these Chaos Weapons may be purchased at the usual cost of 25 points per property. These additional properties are generated randomly and the property must be taken as rolled.

Chaos Legionnaires are always mounted on 25mm x 25mm bases, unless they have some kind of steed, in which case the appropriate base size for the mount is used.

Profiles for the Legionnaires of Nurgle, the Plague God, and Tzeentch, the Changer of the Ways, are given in **The Lost and the Damned**, the companion volume of **Realm of Chaos**.

AUXILIARIES

In addition to the Daemons and favoured mortal troops chosen to represent a Chaos god in battle, a Daemonic Legion may be accompanied by other creatures, less concerned with the rivalry between Chaos Powers. Some fight for their own dark reasons and perverted pleasures; many more simply for the glory and exhilaration of battle.

Among such additional combatants are the daemonic contingents of other Chaos gods, pawns of a temporary alliance between two Powers, and drooling packs of Chaos Spawn who remain loyal to their god through dull memories of past allegiance. Other creatures may be pledged to no particular god, fighting only to revel in the bloodshed. Such are the Independent Daemons, the undead and ethereal contingents, and the terrible hosts of Chaos Creatures. All throng to the Chaos banners; few survive the conflict.

When choosing daemonic contingents as auxiliaries, Daemons of an opposing god may not be selected. Daemons of Khorne never fight alongside those of Slaanesh. Equally, Daemons of Nurgle cannot tolerate the presence of Tzeentchian Daemons. It is possible, however, for both players to select an auxiliary daemonic contingent of the same Chaos Power. For example, a Legion of Nurgle is to battle with a Tzeentchian Legion, and both decide that a handful of Bloodthirsters and Bloodletters will serve their cause. The Khornate Daemons will regard the prospect of battling their own kind with as much (if not more) diabolical relish as any other chance to spill blood for the Blood God.

AUXILIARY POINTS VALUES

No more than one-third of the points allocated to a Legion can be used to purchase auxiliary troops. If auxiliaries are to be used, these points can be set aside before any daemonic forces are chosen. The one-third allocation is the *maximum* that can be spent on auxiliaries; these points can of course be used to purchase normal Legion forces rather than auxiliaries if desired. Setting the points aside at this time does not commit you to using auxiliary forces and you may reallocate points once you have started to design your Legion.

Auxiliaries are divided into contingents of different types of models. Any combination of contingents may be chosen, providing no more than one-third of the Legion's total points allowance is used.

CHAOS ATTRIBUTES

Many of the Daemons and mortals in a Daemonic Legion are mutated by *Chaos attributes*. They are loyal Chaos servants, and are marked by their loyalty in mind and body. Attributes are an optional feature of Daemonic Legions, but their use adds considerably to the alien feel of these forces.

Only *personal* Chaos attributes are used for Daemonic Legions, regardless of whether the model affected is individually-based or part of a unit. For character models, such as Greater Daemons and Champions of Chaos, personal attributes are treated in the normal way. For units of Lesser Daemons, Legionnaires and the like, personal attributes are generated for the entire unit and applied equally to each model in the unit. This reduces the amount of book-keeping required considerably. You may, if you wish, give each model in a unit a different set of personal *Chaos attributes*, but this, of course, means that you must keep track of each model and its attributes during the battle.

Attributes can add considerable complexity and book-keeping to a game, and we recommend that they are introduced gradually. In your first battle you might allow only one attribute per model or unit, in the second two and so on. In this way the effects of attributes will be picked up easily without overwhelming anyone by detail at an early stage. You may always take this option of restricting attributes

regardless of the ritual conditions of a battle. Even if the result rolled on the *Ritual Conditions Table* (p183) indicates *No Conditions* or a specific number of attributes allowed, you may choose to ignore or re-roll the conditions and simply agree with your opponent to limit Chaos attributes.

Once you are familiar with Chaos attributes you and your opponent may agree the number to be used, or you can abide by the result rolled on the *Ritual Conditions Table*. If you cannot agree, and if the ritual conditions include no reference to attributes, each side should roll a dice to determine the number of Chaos attributes applied to its models. Followers of Khorne roll a D8 for Chaos attributes and followers of Slaanesh roll a D6.

This number of attributes is applied to *all* of the models in the Daemonic Legion. Each personality or unit has different personal attributes generated, but all have the same number of attributes.

No model may have more Chaos attributes than the number of its chosen Chaos Power. Khornate models are always limited to eight attributes and Slaaneshi models to six attributes. The sole exceptions to this are Chaos Spawn who may have up to twice their god's number. The maximum number of Chaos attributes for other creatures are listed in the *Chaos Bestiary* to be found in **The Lost and the Damned**.

Once you have chosen your Daemonic Legion, the agreed number of Chaos attributes should be generated for each model. It is quicker and more convenient to roll for these attributes after the army has been chosen, rather than roll for each model or unit as you go along. The generated attributes *must* be applied to the relevant models, even if they are unfavourable. Picking and choosing attributes is not allowed. A GM can be very useful during this process, or players can rely on an 'honour system' to prevent cheating.

Remember that you *always* have the option of not using Chaos attributes for your Daemonic Legion. On the whole, attributes are advantageous, but you may find the additional book-keeping required does not justify their use.

MAGIC ON THE DAEMONIC BATTLEFIELD

Daemonic battles will involve a great deal of magic in one form or another: spells, Chaos Weapons, Daemon Weapons and various other magic items. This highly magical atmosphere is one of the attractions of Daemonic Legions, but several points need to be borne in mind:

1 Make sure you are familiar with the *Magic* sections of **Warhammer Fantasy Battle** and **Realm of Chaos**, and keep careful note of the spells, magical items and weapons of your forces.

2 To minimize book keeping, each model in a unit should have the same magical weapons and spells, just as units have common personal Chaos attributes. It is possible to fight battles where every model has its own spells and weaponry, but you should allow a lot of extra time for the battle.

3 All attacks by Daemons are *magical*, regardless of the weapon (if any) that is used. No *armour saving throw* is granted, unless the victim is wearing magical or Chaos Armour. Magical armour gives an *armour saving throw* equal to the 'plus' of the armour. For example, *+1 magical armour* gives an *armour saving throw* of 6. The *armour saving throw* of Chaos Armour is unchanged.

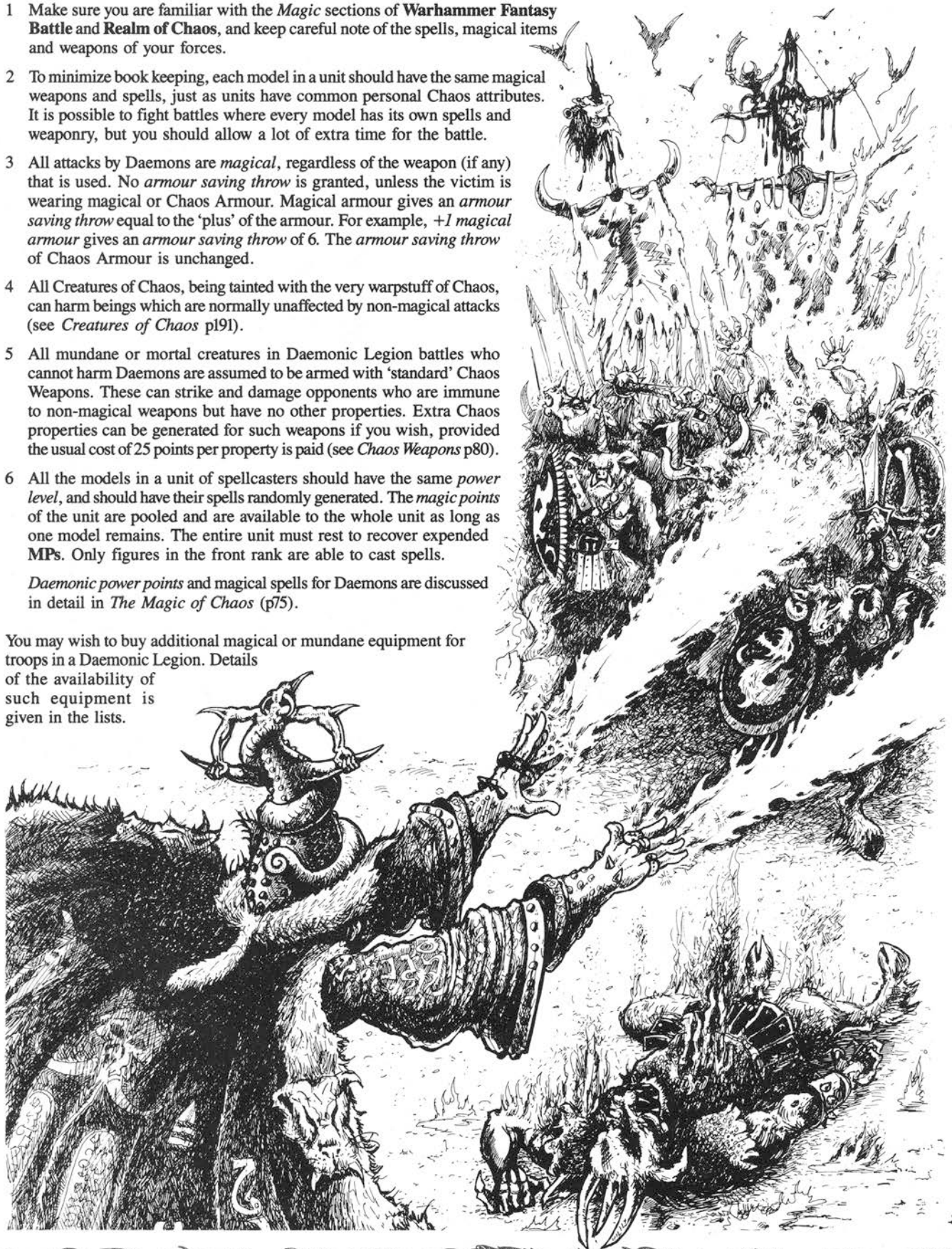
4 All Creatures of Chaos, being tainted with the very warpstuff of Chaos, can harm beings which are normally unaffected by non-magical attacks (see *Creatures of Chaos* p191).

5 All mundane or mortal creatures in Daemonic Legion battles who cannot harm Daemons are assumed to be armed with 'standard' Chaos Weapons. These can strike and damage opponents who are immune to non-magical weapons but have no other properties. Extra Chaos properties can be generated for such weapons if you wish, provided the usual cost of 25 points per property is paid (see *Chaos Weapons* p80).

6 All the models in a unit of spellcasters should have the same *power level*, and should have their spells randomly generated. The *magic points* of the unit are pooled and are available to the whole unit as long as one model remains. The entire unit must rest to recover expended **MPs**. Only figures in the front rank are able to cast spells.

Daemonic power points and magical spells for Daemons are discussed in detail in *The Magic of Chaos* (p75).

You may wish to buy additional magical or mundane equipment for troops in a Daemonic Legion. Details of the availability of such equipment is given in the lists.



CHAOS WEAPONS

Many of the mortal, once-mortal or undead troops in Daemonic Legions are equipped with 'standard' Chaos Weapons. These weapons possess only the property of being *Enchanted*, allowing them to strike opponents who are immune to non-magical weapons. The **PV** of such weaponry is included in the model's overall points value.

Extra Chaos properties may be generated for Chaos Weapons at a cost of 25 points per property. All the models in a unit should be equipped to the same standard, so this extra points cost must be paid for every model in a unit. If extra Chaos properties are bought, each model in a unit has the same additional properties. Just as units on daemonic battlefields share common personal Chaos attributes, they are armed with Chaos Weapons that share common Chaos properties.

The basic points value for a model with Chaos Weapons allows for two hand weapons, one of which may be exchanged for a double-handed weapon at no extra cost. Some troops may also be equipped with extra Chaos Weapons, depending upon the appearance of the model; eg spears, crossbows, lances and so forth. These additional weapons have the standard *Enchanted* property of all Chaos Weapons used in Daemonic Legions and cost 25 points. The points cost is a flat rate cost and the form taken by such weapons is unimportant.

Other properties may be purchased for these additional Chaos Weapons at the normal cost of 25 points per property. This cost is never multiplied by a character level modifier. As usual, units should be equipped with the same weapons and properties unless you are willing to undertake the complicated book keeping involved with arming each model individually.

See *Chaos Weapons* in *The Magic of Chaos* (p80) for further information about generating weapon properties.

CHAOS ARMOUR

Many models are equipped with Chaos Armour as standard - the Daemonic Legion lists indicate which models receive this honour from their divine master. These models pay no points for their armour as the cost is already subsumed in their basic points value. Chaos Armour grants the wearer an *armour saving throw* of 5 or 6.

Other models may be equipped with Chaos Armour at a cost of 50 points. If you are equipping a unit with Chaos Amrour, every model must be given the armour and pay the points cost.

Any model with Chaos Armour may be given a superior suit with an improved *armour saving throw*. Doing so incurs the following additional points expenditure for each model:

Armour Type	Armour Saving Throw	Points Cost
+1 Chaos Armour	4, 5, or 6	+50
+2 Chaos Armour	3, 4, 5 or 6	+100
+3 Chaos Armour	2, 3, 4, 5, or 6	+150

ENCHANTED MISSILES

Magical missiles may be bought for any model or unit armed with missile weapons at the normal points costs given in **Warhammer Armies** (pl4). Models in a unit must all be armed with the same enchanted missile type at the appropriate points cost for each model.

OTHER WEAPONS

The forces of a Daemonic Legion can be equipped with other mundane weapons, provided your models are armed appropriately or you make the relevant conversions. These weapon changes do not alter the points values of the models involved in any way.

Technological weapons are *not* allowed as free conversions, and may only be acquired as Chaos rewards or Chaos attributes.

STANDARD BEARERS

Daemonic Legions glory in their dark reputations and proudly flaunt great banners and gory standards to boast of past victories. A Daemonic Legion may incorporate as many standard bearers as you want, at no extra points cost. The standard bearer simply replaces a normal model of the same type. These standards do not have any effect on combat resolution. Similarly, they do not affect a unit's *Leadership* if captured. Daemonic standards are flown for show alone and a set of well-painted banners can make a magnificent display on a daemonic battlefield.

CHARIOTS

You may wish to purchase chariots for your troops in a Daemonic Legion. Any troops can ride in chariots, but units may not be split to provide chariot crews. If part of a unit is to be chariot-mounted, *all* of the unit must be so equipped.

Chariot rules can be found in **Warhammer Fantasy Battle** (pl18). On the daemonic battlefield, draft animals may be Daemonic Servants, Chaos Steeds or Creatures of Chaos (see the list in *Auxiliaries* pl96). Models used as draft animals count against the limitations for that type of creature given in each god's Daemonic Legion list; for example, a Jabberwock pulling a chariot is unavailable for use in a monstrous host.

Mounts of Slaanesh, Fleshhounds, Fiends, Chaos Steeds and Chaos Hounds all count as a single draft animal and may be used to be pull either light chariots (with one or two creatures) or heavy chariots (with three or more creatures). Juggernauts and all other Creatures of Chaos count as three draft animals and can only be used to pull heavy chariots.

Some models may be unable to move of their own accord as a result of their Chaos attributes and are forced to use chariots to transport them around the battlefield (see *Mobility* in *The Mark of Chaos* pl10). Creatures that are larger than Man-sized must employ suitably large vehicles; these are treated as wagons, even if they are two-wheeled.

The points cost for chariots and wagons is calculated as usual by totalling the points values of the crewmen and the draft animals, and then doubling the figure.

LEGIONS OF KHORNE

Excellence in battle is the highest form of worship for all of Khorne's followers. To fight in one of his Daemonic Legions is an honour to which all his servants aspire. Those rewarded by this privilege treat the occasion with the utmost gravity. Death is a serious business, and death in a Legion doubly so, for are not the eyes of Khorne always upon his most trusted servants? That Slaaneshi followers should treat warfare, the most sincere form of Khorne-worship, as just another pleasurable experience is infuriating. Battle in all its forms is a sacred ritual to Khorne's servants. Before each battle a ritual dedicates the blood of the slain, enemies and friends alike, to the Blood God.

A Daemonic Legion of Khorne is a fearsome and terrible sight. Its troops are dressed, quite literally, to kill, adorned in Khorne's hues of red and black, the colours of blood and death. Their appearance is strictly that of soldiers, for only if they are unencumbered by frippery can they kill properly in the Khorne's name. His Legionnaires carry this to extremes, with almost-identical armour of red, black and brass. Their expressions of deadly and murderous intent are broken only when they kill, as they smile grimly at sending another gift of blood to their dark lord.

All members of Khorne's Legions, daemonic and mortal, are limited to a maximum of eight Chaos attributes. A full description of each Daemon or Daemonic Servant can be found in *The Servants of Khorne* (p24).

Units must be fielded as eight models and may not be combined together or split into smaller sections. Eight, the number of Khorne, must be preserved even in such things as the number of models in a unit. This restriction does not apply to auxiliaries, which may be deployed as desired.

TECHNOLOGICAL WEAPONRY

Technology is one of the few forms of 'magic' allowed to followers and servants of Khorne. The power of laser and boltgun is recognized and lauded by the Blood God.

Any one unit or up to eight individually-based models of a Khornate Legion can be equipped with technological weapons. Models given technological weapons must be part of the Daemonic Legion proper and cannot be part of the Legion's auxiliary forces.

Each model gifted with a weapon is given the *Technology* reward from the *Rewards of Khorne Table* (see *The Followers of Chaos*, p47). When generating a weapon type using the *Technology* reward, a D100 should be used, not D100+8D6. All the other rules given under the *Technology* reward apply. If technological weaponry is given to a unit, make a single roll on the table and apply the same result to the whole unit.

A *Technology* reward (no matter what weapon is generated) adds 30 points to the cost of each model (or 240 points to a unit).

You will need a copy of **Warhammer 40,000** to use this equipment option for a Khornate Legion.

Where one Daemon may flatter and ensnare, a Daemon of Khorne's blackened and wicked persuasion lies only so that it may sharpen the sacrificial knife. And such an action happens in the wink of an eye.

0-8 BLOODTHIRSTERS

The Bloodthirsters are the mightiest servants of Khorne. These terrifying creatures stalk the Chaos Wastes, their minds firmly fixed on the business of wanton slaughter and bloodshed. They have a single, unblinking purpose: to slay all that is not loyal to Khorne and offer the blood in homage. Attempts to parley with these creatures are foolish and pointless. Death in the name of Khorne is all they can offer, and all they desire.

The Bloodthirsters are the commanders of Khorne's Daemonic Legions. It is their unclean obligation and pleasure to reap as much blood as possible for their master. A Bloodthirster who fails in his command knows that his bones will join the vast heap beneath Khorne's throne.

A Khornate Daemonic Legion may include up to eight Bloodthirsters. The exact number is fixed by you and your opponent before the game starts. See *Greater Daemons* (pl84) for further details.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Bloodthirster	6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3

Points Value: Bloodthirsters are not counted against the points allowance of the Legion.

Mounts: None.

Equipment: Bloodthirsters always have the equipment listed in their description in *The Powers of Chaos* (p25). This includes Chaos Armour, an *Axe of Khorne* (see *The Magic of Chaos* p98) and a whip.

A Bloodthirster model can be changed to give the figure a different weapon. If this is done the new weapon can have the powers of an *Axe of Khorne* or have new powers created for it. If a Bloodthirster is given additional equipment the points cost of this equipment must be deducted from the Legion's points allowance as usual.

Names: The *Daemon Names* system (p22) can be used to produce suitable names for Bloodthirsters of Khorne. Suitable titles are included in the description of the Daemon (eg 'Lord of Skulls' or 'Blooded Ones').

0-6 UNITS OF BLOODLETTERS

Filled with a desire for blood, the Lesser Daemons of Khorne are amongst the most aggressive creatures in the Chaos Wastes. The Bloodletters' howl of joy when spilling blood for Khorne destroys the courage of all who hear it. Equally fearsome are their endless chants of 'Blood for the Blood God! Skulls for the Skull Throne!' Simply put, they are violence given form and purpose by the Blood God.

Each Khornate Legion may contain up to six units of Lesser Daemons. Each unit must have eight Bloodletters.

Profiles:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Bloodletter	4	5	5	4	3	1	6	2	10	10	10	10
Juggernaut	7	3	-	5	5	3	2	2	10	2	10	10

Points Value: 600 per unit. 1200 per unit when mounted.

Mounts: Units of Bloodletters may be mounted on Juggernauts.

Equipment: Each Bloodletter has a *Hellblade*, which is included in its points value. Bloodletters can be equipped with Chaos Armour at a base cost of 50 points per model (see *Chaos Armour* pl89) and with Chaos Weapons at a base cost of 25 points for a 'standard' weapon plus 25 points for any additional properties (see *Chaos Weapons* pl89). All the models in the unit must be similarly armed and the full cost of any additional equipment paid for every model.

Names: Names for individual Bloodletters can be generated using the *Daemon Names* system (p22). Titles are given in the description of Bloodletters on p26. *Gorethrob's Company of Horned Ones* or *Gnashtooth's Skull Cohort* are, for example, suitable names for units. Feel free to invent Bloodletter unit names to add colour to your Legion of Khorne.

0-3 UNITS OF FLESHHOUNDS

The fanged and cruel Fleshhounds are the hunting packs of Khorne's Legions. Their fearsome leaping attacks and razor sharp claws tear through flesh and armour with ease, spreading panic among even the staunchest opponents.

Each Daemonic Legion of Khorne may contain up to three units of Fleshhounds. Each unit must be made up of eight models.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Fleshhound	10	5	-	5	4	2	6	1	3	4	10	10

Points Value: 480 per unit.

Mounts: None.

Equipment: Each Fleshhound has a *Collar of Khorne* (see pl00).

Names: Units of Fleshhounds have titles that reflect their brutal and fearsome nature. *The Razors of Khorne* and *The Fang-Toothed Pack* are typical examples, Other titles can be found in the description of Fleshhounds (p27).

0-3 UNITS OF KHORNATE LEGIONNAIRES

Filled with deadly purpose, skilled in battle and resigned to their own deaths, the Legionnaires of Khorne daub their armour and equipment with fresh blood before a battle commences. Dressed in red, black and brass, these warriors are the (almost) mortal equivalent of Bloodletters, their grim violence rarely held in check. The Legionnaires are often commanded by Khorne's Champions of Chaos, an extra spur to their zealous spilling of blood.

A Khornate Legion may contain up to three units of Chaos Legionnaires, which must each have eight models.

Profiles:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Legionnaire	4	5	4	4	3	1	5	2	8	8	8	8
Juggernaut	7	3	-	5	5	3	2	2	10	2	10	10

Points Value: 240 per unit. 840 per unit when mounted.

Mounts: Any Legionnaire unit may be mounted on Juggernauts.

Equipment: Each Legionnaire has Chaos Armour and two 'standard' Chaos Weapons. These are included in the unit's points value. Further properties for the Chaos Weapons may be purchased at a cost of 25 points per property.

Names: Suitable titles for Legionnaire units include the *Ravagers*, *Blades of Khorne* and *The Blood-Drinkers*. Again, you should feel free to invent your own titles for Legionnaire forces.

0-3 KHORNATE CHAMPIONS OF CHAOS

The most blood-thirsty of Khorne's mortal followers, these Champions of Chaos are summoned to fight in his Legions as a high honour. Eager to please their dark master, the Champions revel in their blood-hunger, giving full vent to the their hideous rage and slaying all they can reach - all in praise of Khorne.

Champions of Khorne are individually-based models. They may fight as individuals or be attached to units of Khornate Legionnaires. They may not be attached to daemonic units of any type.

Profile: As generated using the *Followers of Chaos* system.

Points Value: 60 to 360 per model. See *Champions of Chaos* (p185).

Mounts: A Champion may have been given a Mount of some type as a Chaos gift during the generation process - this incurs no points cost. Any Champion without a mount may be mounted on a Juggernaut at a cost of 75 points if desierd.

Equipment: Khornate Champions will always be equipped with Chaos Armour, and may have weapons as a result of the generation system. These are included in the Champion's points value. If the generated Champion does not have a weapon of any kind he may be given two 'standard' Chaos Weapons at no cost. Further properties for these weapons have the usual cost of 25 points per additional property.

Retinue: If you are using a Champion that has already fought in mortal battle, the Champion may have a retinue. Any of the Champion's followers may accompany him in battle if they have 3 or more *Wounds*. The points values of these models should be calculated separately at a base cost of 30 points plus 15 points for each reward that has been received. Any members of a Champion's retinue that do not already have them are granted Chaos Armour and one or two 'standard' Chaos Weapons at no extra points cost. Additional properties for Chaos Weapons cost 25 points per property

Champions generated specially for Daemonic Legions are not given retinues (see *Champions of Chaos* p185)

Names: Champions of Khorne in Daemonic Legions are entitled to use the title *Favoured of Khorne* as part of their names, eg *Kharl Doomsblade, Favoured of Khorne*.

0-5 KHORNATE DAEMON PRINCES

Daemon Princes are the among the most exalted of Khorne's followers: mortals who have been elevated to Daemonhood. Their particular savagery reflects their humble origins.

You may use pre-generated Daemon Princes if you have any (with your opponent's approval and at the appropriate points cost), or may generate them specifically for the Daemonic Legion using the system in *'Instant' Daemon Princes* (p65). If using the 'instant' system, the Daemon Prince should be given nine rewards.

Daemon Princes are mounted on individual bases, and may be attached to Bloodletter and Legionnaire units or used independently.

Profile: As generated using the *Followers of Chaos* system.

Points Value: 810 per model.

Mounts: None. Any generated are lost when the 'Champion' becomes a Daemon Prince.

Equipment: Khornate Daemon Princes will have Chaos Armour, and may be equipped with weapons as a result of the random generation process. The cost of such equipment is subsumed into their points value. Further equipment may *not* be given to a Daemon Prince.

Names: The *Daemon Names* system (p22) can be used to produce suitable names for Daemon Princes of Khorne.

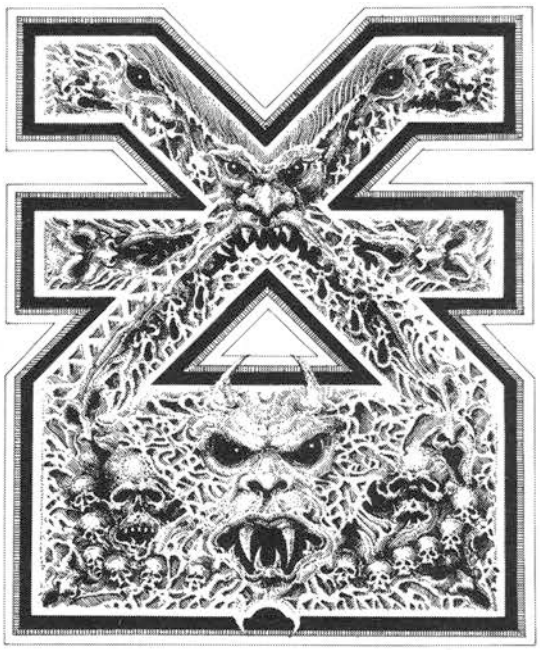
1 UNIT OF CHARIOTS

The Legion may have one unit of chariots, using Juggernauts, Chaos Steeds, or any other Creatures of Chaos as draft animals. If the crew of a chariot is taken from a unit, the entire unit must be placed in chariots.

Light chariots of Khorne may be pulled by Fleshhounds, Chaos Steeds or Chaos Hounds. Juggernauts or any other Creatures of Chaos may be used as draft animals for heavy chariots.

Points Value: 2 x (Crew Value + Draft Animal Value) per chariot.

For example, a chariot crewed by two Khornate Legionnaires and pulled by a Jabberwock costs 2 x (30+30+200) = 520 points. Four such Chariots would have to be purchased to avoid splitting the Legionnaire unit, at a total cost of 2080 points.



LEGIONS OF SLAANESH

Slaanesh and his servants indulge in war; it is yet another pleasure to be sampled, not a serious business or a test of strength. War is simply a game, part of the greater ritual, and Slaanesh is always the first to insist upon elaborate conditions and rituals before the Legions give battle.

The followers of Slaanesh seek gratification of the senses in all things. Battle is merely another method of finding a new warped pleasure. For Slaanesh's servants the thrills of battle are there to be joyfully experienced and repeated. Slaaneshi Daemons and mortal warriors take a delight in causing pain and killing; their wanton slaughter is spurred on to greater heights by the pleasure they find in bloodshed.

The Slaaneshi attitude to battle and death is reflected in the Legion's appearance. Its troops parade in frivolous colours and clashing patterns, fantastic jewels and flamboyant costumes. The whole impression is that of a costume ball or masque rather than a battle. The demeanour of a Slaaneshi Legion is equally perverse. Its Daemons and warriors shriek obscene jokes to each other, disport themselves with the dead and laugh with pleasure even as their own lives are taken. Any sensation is, after all, to be experienced and enjoyed. To express horror is regarded as a dreadful failing, one that is sure to be punished by the Lord of Pleasure.

A Legion of Slaanesh is a strange and motley sight, its frivolity and gaiety disguising its deadly power.

All members of Slaaneshi Legions, daemonic and mortal are limited to a maximum of six Chaos attributes. A full description of each Daemon or Daemonic Servant can be found in *The Servants of Slaanesh* (p29).

Units must be fielded as six models and may not be combined together or split into smaller sections. The number of Slaanesh, six, must be preserved even in such things as the number of models in a unit. This restriction does not apply to auxiliaries, which may be deployed as desired.

0-6 KEEPERS OF SECRETS

The Greater Daemons of Slaanesh are the closest companions and servants of the Lord of Pleasure. Pain and pleasure are blended for Keepers, making them terrible fighters who are unafraid of any injury or peril. Signs from their underlings of weakness, horror or anything other than blissful enjoyment of the battle arouse their anger. The followers of hated Khorne are even worse. They must Enjoy - or be destroyed!

A Slaaneshi Daemonic Legion may include up to six Keepers of Secrets. The exact number available is fixed by you and your opponent before the start of the battle. See *Greater Daemons* (p184) for further details.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Keeper of Secrets	6	10	10	7	7	10	10	6	10	10	10	10

Points Value: Keepers of Secrets are not counted against the points allowance of the Legion.

Mounts: None.

Equipment: None. A Keeper of Secrets may be equipped with Chaos Armour and/or a Chaos Weapon if you are willing to convert the model. Chaos Armour costs a base 50 points. A 'standard' Chaos Weapon costs 25 points, plus 25 points for each property.

One Keeper of Secrets may be given a *Rod of Command* (see p101) at no extra points cost. Only one of these magic items is available per Daemonic Legion.

Spells: The six spells of a Keeper of Secrets are determined randomly. See *Daemons and Spells* in *The Magic of Chaos* (p77) for further details. The points value of the Keeper of Secrets includes its spellcasting abilities.

Names: The *Daemon Names* system (p22) produces suitable names for Keepers of Secrets. Suitable titles, such as *Feasters of Pain*, can be found in the Daemon's description on p30.

0-8 UNITS OF DAEMONETTES

The Daemonettes whirl in a stately dance across the battlefield, dead bodies a carpet of other's misery beneath their feet. Their voices raised in cheerful, even joyous songs of praise to Slaanesh, the Daemonettes slay and maim in the name of Pleasure. Even in the most gruesome of conflicts, they smile in secret ecstasy as they go about their bloody work.

Each Slaaneshi Legion may have up to eight units of Lesser Daemons. Each unit must be made up of six Daemons.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Daemonette	4	6	5	4	3	1	6	3	10	10	10	10
Mount of Slaanesh	12	3	-	4	5	1	6	1	-	-	-	-

Points Value: 600 per unit. 720 per unit when mounted.

Mounts: Units of Daemonettes may use Mounts of Slaanesh as steeds at the points cost listed above.

Equipment: None. Daemonettes are not suited to armour or weapon use.

Spells: The spell pool of a Daemonette unit comprises six spells of level one - these determined randomly. See *Daemons and Spells* in *The Magic of Chaos* (p77) for further details. The unit points value given above already takes into account of the spellcasting abilities of the Daemonettes.

Names: The *Daemon Names* system (p22) can produce suitable Daemonette names which can then be applied to the whole unit. Titles such as *The Children of Slaanesh* are included in the description of Daemonettes (p31). The two can be combined to produce unit names such as *Fiendlust's Company* or *Whipleper's Cohort of the Joyously Degraded*. Feel free to add extra colour and individuality to your Slaaneshi Legion by inventing your own titles and names for Daemonette units.

0-4 UNITS OF FIENDS

Twisted mixtures of Man, reptile and insect, the Fiends attract and immobilize their prey. The narcotic pleasures they give are reserved only for Slaanesh's enemies. The fates of enemies, their minds laced with a Fiend's sweet perfume and pleasant dreams, are a source of joy to Slaanesh and his followers.

A Slaaneshi Legion may have up to three units of Fiends, and each must be composed of six models.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Fiend	6	3	-	3	3	1	3	3	8	4	8	8

Points Value: 240 per unit.

Mounts: None.

Equipment: None.

Spells: None.

Names: Titles for the Fiends are given in the description on p33. A unit is usually known by one of these (eg *Rams of Slaanesh*) or by a similar title such as *The Seekers of Slaanesh*. Feel free to invent similar names for your own units of Fiends.

0-4 UNITS OF SLAANESHI LEGIONNAIRES

The Chosen Legionnaires of Slaanesh vie with one another to create amusing and enjoyable deaths for their enemies. Their sensuous appearance belies their underlying brutality. Often Legionnaires will dress identically, or each will chose a different colour from his fellows. However, they are always clad in multi-coloured armour of the highest quality which is richly decked out in silver and gold,

A Slaaneshi Daemonic Legion may include up to three Chaos Legionnaire units. Each unit must have six models.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Legionnaire	4	4	4	4	3	1	4	2	9	9	9	9
Mount of Slaanesh	12	3	-	4	5	1	6	1	-	-	-	-

Points Value: 168 per unit. 288 per unit when mounted.

See *Spells* (below) for the points value of spellcasting Legionnaires.

Mounts: Any Legionnaire unit may ride Mounts of Slaanesh.

Equipment: Each Legionnaire has Chaos Armour and one or two 'standard' Chaos Weapons. These are included in the unit's points value. Further properties for the Chaos Weapons may be purchased at a cost of 25 points per property.

Spells: Slaaneshi Legionnaires can have spellcasting abilities. All the models in a unit must have identical powers. The spells known to Legionnaires are generated randomly (as described in *Acquiring Spells* p76) for the entire unit and granted equally to each model. The first spell of any particular level is always the relevant Slaaneshi spell of that level.

The points values for spellcasting units are listed below:

Highest Spell Level	Points Cost per Unit	Points Cost per Mounted Unit
1st level spells	378	498
2nd level spells	558	678
3rd level spells	918	1038
4th level spells	2118	2238

Names: Legionnaire units have titles such as *The Pleasured Killers*, *The Company of Depravity* and *The Lovers of Slaanesh*. Feel free to invent your own colourful titles for Slaaneshi Legionnaires.

0-4 SLAANESHI CHAMPIONS OF CHAOS

Honoured above all other mortals by their inclusion in a Daemonic Legion, the Champions of Slaanesh repay the Lord of Pleasure by their insane enjoyment of battle. They revel in the drugged madness of combat, shrieking the praises of Slaanesh at every opportunity. They prolong the exquisite emotions of death, cavorting and joking with their victims while Slaanesh looks on.

Champions of Slaanesh are individually-based models. They may fight independently or be attached to units of Slaaneshi Legionnaires. They may not be attached to daemonic units of any type.

Profile: As generated using the *Followers of Chaos* system.

Points Value: 60 to 360 per model (see *Champions of Chaos* p185).

Mounts: A Champion of Slaanesh may have already acquired a steed of some type during his generation process - this incurs no points cost. Any Champion can be given a Mount of Slaanesh at a cost of 20 points if desired.

Equipment: Slaaneshi Champions may have received Chaos Armour and one or more weapons as a result of Chaos gifts. These are included in the Champion's points value. If the generated Champion does not have Chaos Armour or a Daemon Weapon he may be given Chaos Armour and two 'standard' Chaos Weapons at no extra cost. Further properties for these weapons have the usual cost of 25 points per additional property.

Spells: Slaaneshi Champions may acquire randomly-determined spells as the result of Chaos gifts and Chaos attributes. The **PV** of any spells available to the Champion is subsumed into his overall points value.

Retinue: If you are using a Champion that has already fought in mortal battle, the Champion may have a retinue. Any of the Champions' followers may accompany him in battle if they have 3 or more *Wounds*. The points value of these models should be calculated separately at a base cost of 30 points plus 15 points for each reward that has been received. Any members of a Champion's retinue that do not already have them are granted Chaos Armour and one or two 'standard' Chaos Weapons at no extra points cost. Additional properties for Chaos Weapons cost 25 points per property.

Champions generated specially for Daemonic Legions are not given retinues (see *Champions of Chaos* p185).

Names: Champions of Slaanesh may add *Favoured of Slaanesh* to their names, for example *Siegfried the Despoiler, Favoured of Slaanesh*.

0-3 DAEMON PRINCES OF SLAANESH

The Daemon Princes are among the most debauched of Slaanesh's many followers: mortal Champions who have proven themselves the potential equals of true Daemons.

You may use pre-generated Daemon Princes if you have any (with your opponent's approval and at the appropriate points cost), or may generate them specifically for the Daemonic Legion using the system in *'Instant' Daemon Princes* (p65). If using the 'instant' system, the Daemon Prince should be given nine rewards.

Daemon Princes are mounted on individual bases, and may be attached to Daemonette and Slaaneshi Legionnaire units or used independently.

Profile: As generated using the *Followers of Chaos* system.

Points Value: 810 per model.

Mounts: None. Any generated are lost when the 'Champion' becomes a Daemon Prince.

Spells: Any spellcasting abilities accumulated during the Daemon's generation are lost. They are replaced by the spell powers of a Keeper of Secrets. See *Daemons and Spells* (p77) for further details. The points value of their spellcasting powers is included in the total above.

Equipment: Any Chaos Armour or weaponry accumulated during the Daemon's generation is retained. Further equipment may not be given to a Daemon Prince.

Names: The *Daemon Names* system can be used to produce suitable names for Slaaneshi Daemon Princes.

Slaanesh's servants were clad only in the finest silks and unblemished leathers of softest skin. Their shrieks of release at the kiss of the sword's edge were hideous and foul. Their painted lips matched the wet-lipped, crimson grins the blade brought in its passing. When battling against such perversity, even the savagery of Daemons counts for little.

1 UNIT OF CHARIOTS

The Legion may have one unit of chariots, using Mounts of Slaanesh, Fiends, Chaos Steeds or any other Creatures of Chaos as draft animals. If the crew of a chariot is taken from a unit, the entire unit must be placed in chariots.

Light chariots of Khorne may be pulled by Mounts of Slaanesh, Fiends, Chaos Steeds or Chaos Hounds. Any other Creatures of Chaos may be used as draft animals for heavy chariots.

Points Value: 2 x (Crew Value + Draft Animal Value) per chariot.

For example, a chariot crewed by two Slaaneshi Legionnaires with 1st and 2nd level spells and pulled by a Jabberwock has a points value of 2 x (28+65+28+65+200) = 772 points. Three such Chariots must be purchased to avoid splitting the Legionnaire unit, for a total cost of 2316. A similar Chariot-borne Legionnaire unit with 4th level spells has a value of 5436 points.

AUXILIARIES

Daemonic Legions may be supported by a variety of *auxiliaries*. These are creatures and troops who, although not a formal part of a Legion, fight alongside it. They do so in the hope of some reward, or for their own, hidden reasons.

Auxiliaries can add extra interest to a battle between Daemonic Legions. They will also add to the complexity and time needed to fight the battle to a conclusion. You may find it easier to ignore auxiliaries until completely familiar with a Daemonic Legion's capabilities. It is also possible to fight battles between Daemonic Legions where only one side is supported by auxiliary forces.

Models are needed for auxiliary forces and this will increase the number of figures needed for a game. As noted earlier, a Daemonic Legion requires up to about 100 or so models, but it can be considerably smaller. Auxiliaries can easily double the number of models required. On the other hand, many of the auxiliaries may already be a part of your model collection!

AUXILIARY LIMITATIONS

There is an overall limit on the auxiliaries attached to a Daemon Legion. No more than one-third of the total points value of a daemonic army can be allocated to auxiliary forces, although these points can be spent on any allowed mix of models.

There is no upper or lower limit on the overall *number* of auxiliary troops allowed, only the restriction on their points value. Different groups of auxiliaries may include restrictions on the number and type of force selected.

Some Daemonic Legions may be restricted in the type of auxiliaries that can be chosen. Khornate Daemonic Legions cannot, for example, include Necromancers or Liches or any other non-daemonic spellcasters. Slaaneshi and Khornate Legions cannot include certain types of daemonic contingents - these are discussed below.

Restrictions on other Daemonic Legions are discussed in **The Lost and the Damned**.

DAEMONIC CONTINGENTS

A Daemonic Legion of one Chaos god may be accompanied on the battlefield by a force of Daemons and Champions loyal to another god. It may be that the two Powers have no hatred for each other, or merely that they have a (temporary) common enemy in the coming battle. Whatever the reason, daemonic contingents are part of the auxiliaries of many Legions, fighting with as much determination and fanatical savagery as any other Daemons.

The Greater Daemons of a daemonic contingent must be fewer in number than the Greater Daemons of the original Daemonic Legion. If there is only one Greater Daemon in the Legion, there may be no Greater Daemons in an attached contingent. Thus a Khornate Daemonic Legion with five Bloodthirsters could have up to four Greater Daemons of Nurgle or Tzeentch in a daemonic contingent.

Similarly, the Lesser Daemons, Daemonic Servants, Legionnaires or Champions of a contingent may not equal or outnumber (in models or in units) the Lesser Daemons of the Legion. For example, a Khornate Daemonic Legion with 5 units of Bloodletters may only have 39 Lesser Daemons or 4 Lesser Daemon units (whichever is the lesser total) in its daemonic contingent.

Units within a daemonic contingent are organized according to the unit sizes and options presented in their own Daemonic Legion list. They are, in effect, a 'demi-Legion' given to another god for use in a common struggle. The organization of the Daemonic Legions of Nurgle and Tzeentch are to be found in **The Lost and the Damned**.

Khornate Legions may *never* have a Slaaneshi daemonic contingent as an auxiliary force. In a similar fashion Slaaneshi Legions may *never* have a Khornate daemonic contingent as auxiliaries. Slaanesh and Khorne are opposed Chaos Powers with nothing in common except their mutal hatred.

Both Slaaneshi and Khornate Legions may include daemonic contingents of Tzeentchian or Nurgle Daemons, but not both in the same Legion. Nurgle and Tzeentch are also opposing Powers of Chaos and their Daemons may not be included in a single force at the same time.

It is possible that both sides in a Daemonic Legion battle will include daemonic contingents loyal to the same Chaos Power. For example, in a Slaanesh-Khorne confrontation both sets of daemonic contigents could be Nurgle Daemons. In such a case the daemonic contingents fight loyally for their respective Legions, regardless of the fact that they are battling against their own kind.

0-4 INDEPENDENT DAEMONS

Occasionally a Champion of Chaos manages to reach Daemonhood without ever having dedicated himself to a particular Chaos god. Such beings are very rare, for without a patron of some kind it takes a superhuman effort to metamorphose into a true Chaos creature. Independent, or Non-aligned, Daemons are the products of this process. Owing no service, they fight when and where they choose, killing for the joy of the kill, secure in their own immortality. A reward offered by a Chaos god may tempt them to fight with a particular Legion, but they are their own masters. Despite their (relatively) small numbers Independent Daemons are found as auxiliaries in many Daemonic Legions.

Independent Daemons should be created using the system presented in the *'Instant' Daemon Princes* section of *The Followers of Chaos* (p65). Alternatively, the Greater Daemons presented in **Warhammer Fantasy Battle** (WFB p265) can be used. This option allows you to use any **Citadel Miniatures** Greater Daemon models which are already part of your collection.

A Legion may have 0-4 Independent Daemons as auxiliaries. Independent Daemons are mounted on individual bases and may not join or form units.

Profile: As randomly generated.

Points Value: 810 per model for Independent Daemons created as *'Instant' Daemon Princes* (p65), or 750 per model for **WFB** Greater Daemons (**WFB** p265).

Mounts: None.

Equipment: As generated. Independent Daemons may be given Chaos Armour and two 'standard' Chaos weapons at no extra points cost. Further properties for a Chaos Weapon must be paid for at the normal rate of 25 points per property.

Spells: 'Instant' Independent Daemons will have spells if they have gained *magic levels* during generation. Treat the Daemon as a wizard of the appropriate level. **WFB** Greater Daemons follow the rules in *Daemons and Spells* (p77) when determining the nature and type of any spells they can cast. Because they are not tied to a Chaos god, all their spells are randomly determined. They do not take the first spell of any given level as a special spell of a Chaos god.

Names: Suitable Names for Independent Daemons can be generated using the *Daemon Names* system (p22).

CHAOS SPAWN

Many Legions have a pack of Chaos Spawn. These failed servants of Chaos are doomed to a warped existence, running with others of their kind, baying their loyalty to their uncaring gods. The Spawn are degenerate and foul creatures, perversely unaware of the changes that Chaos has wrought in them.

Chaos Spawn can prove highly useful for soaking up enemy charges and overrunning less numerous opponents. Their randomly determined Chaos attributes may turn them into a formidable force in their own right.

Chaos Spawn should be generated by using the method given in *'Instant' Chaos Spawn* (p65). Each Spawn has D6+6 Chaos attributes. For Daemonic Legion battles all Chaos Spawn have *personal* Chaos attributes, not dominant ones. You will find it easiest to generate a single set of attributes for each unit, then apply the results equally to each member of the unit. Once an attribute has been generated it must be applied, even if its effects are damaging to the Chaos Spawn.

If you wish, of course, you may generate an individual set of Chaos attributes for each model. Providing that all the Spawn in a single unit have the same number of attributes (and thus the same points value) the nature of those attributes can be as varied as you wish. It should be noted that creating individual sets of personal Chaos attributes means that separate records must be kept for each Chaos Spawn model.

Chaos Spawn are almost one with the stuff of Chaos. They do not need Chaos or magical weapons to strike creatures immune to non-magical attacks (such as Daemons, Ethereals and the like).

Profile: As randomly generated.

Points Value: 100 per model.

Mounts: None.

Equipment: None.

Spells: Certain Chaos attributes may allow Chaos Spawn to cast spells. Chaos Spawn of Khorne may *never* use spellcasting powers. If a spellcasting attribute is received by Khornate Spawn it should be ignored and a new Chaos attribute generated.

Spells should be generated once for the whole unit and given equally to each model. The Chaos Spawn may not cast spells during any turn in which they are suffering the effects of *stupidity*.

Handlers: Chaos Spawn require a handler of some kind, one for each unit in the battle. The types of handler for each unit are listed below. This model acts as a normal *animal handler* (see **WFB** p95) for the Chaos Spawn unit. The points value of a handler is taken from the auxiliaries' points allowance.

Names: Chaos Spawn are generally referred to as *The Pack of Khorne/Slaanesh*, although names such as *The Gibbering Ones* or *The Shapeless Horde* may be used. Feel free to invent your own titles for Chaos Spawn units.

0-3 UNITS OF KHORNATE CHAOS SPAWN

Daemonic Legions of Khorne may have up to three units of Chaos Spawn, each with eight models.

Handler: A unit of Chaos Spawn attached to a Khornate Legion has either a Bloodletter or a Champion of Chaos as the pack handler. The points value of the handler is added to the total **PV** of the Chaos Spawn.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Bloodletter	4	5	5	4	3	1	6	2	10	10	10	10
Champion of Chaos: As randomly generated												

Points Value: 75 for a Bloodletter, or 60 to 360 for a Champion (see *Champions of Chaos* p185).

0-4 UNITS OF SLAANESHI CHAOS SPAWN

Slanneshi Legions may have up to units of Chaos Spawn, each with six models.

Handler: A unit of Chaos Spawn attached to a Slaaneshi Legion has either a Daemonette or a Champion of Chaos as the pack handler. The points value of the handler is added to the total **PV** of the Chaos Spawn.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Daemonette	4	6	5	4	3	1	6	3	10	10	10	10
Champion of Chaos: As randomly generated												

Points Value: 100 for a Daemonette, or 60 to 360 for a Champion (see *Champions of Chaos* p63).

UNDEAD CONTINGENTS

Undead, the dead and deathless who have fallen in the service of Chaos, are powerful auxiliaries for many Daemonic Legions. The Undead and Daemons of Chaos have much in common, not least a hatred of all natural life and a desire to pervert and destroy all that is good and wholesome. With such common aims, Daemons and the Undead often march to the beat of the same drum.

UNDEAD CONTINGENT LEADERS

Any contingent of undead troops must include a leader model of some type. This may be a Necromancer, Liche, Vampire, or Skeleton Champion of Chaos. Khornate undead auxiliaries, however, *must* be commanded by a Skeleton Champion. All types of undead leader are available as auxiliaries for other Daemonic Legions.

When used as contingent leaders, Skeleton Champions are similar in all respects to any subordinate Skeleton Champions in an undead contingent. See *Skeleton Champions of Chaos* (below) for further details. The information presented in this section applies to Human Necromancers, Liches and Vampires.

The contingent leader is an individually-based model which acts independently.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Necromancer 15	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2
Necromancer 20	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3
Necromancer 25	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3
Liche 15	4	4	2	4	4	3	3	1	9+3	9+2	9+3	9+2
Liche 20	4	4	3	4	4	4	4	1	9+3	10+3	9+3	10+3
Liche 25	4	5	4	4	4	4	5	1	10+3	10+3	10+3	10+3
Vampire 10	4	6	6	6	6	5	7	4	8	9	8	9
Vampire 15	4	7	6	6	7	6	7	4	9	9	9	9
Vampire 20	4	7	7	6	7	7	8	4	9	10	9	10
Vampire 25	4	8	8	6	7	7	9	4	10	10	10	10
- Giant Wolf form	9	6	0	5	5	4	6	4	-	-	-	-
- Bat form	1	6	0	5	5	4	6	4	-	-	-	-
- Ethereal form	4	4	0	6	6	4	6	4	-	-	-	-
Chaos Steed	8	4	0	4	4	2	4	2	5	5	5	7

Points Values:
Points values for the different undead contingent Leaders are listed below:

	Leader Level			
Contingent Leader	**10**	**15**	**20**	**25**
Necromancer	-	155/326	240/496	340/696
Liche	-	235/486	345/706	460/936
Vampire	380	475/966	585/1186	690/1396

The second figure for leaders of level 15 and above is the points value for a mounted model.

Mounts: None as standard. An undead leader may be mounted on a Chaos Steed, with the appropriate change in points value.

Equipment: Although the Vampire has a *chill* attack (in its ethereal form) which can affect daemonic creatures, all the points values given above include one 'standard' Chaos Weapon. Other weapon properties may be generated, but must be paid for at a cost of 25 points per property.

Spells: Spells (where appropriate) are generated randomly using the system presented in **Warhammer Armies** for Necromancers, Liches and Vampires.

SKELETON CHAMPIONS OF CHAOS

A Skeleton Champion may be used as the leader of an undead contingent. Such a contingent leader is similar to any Skeleton Champions included as part of the undead contingent, hence his inclusion in this section. Such a commanding Champion can act as the controller for Skeleton units as well as leading the undead contingent.

Khornate undead contingents must be commanded by a Skeleton Champion. Other types of undead leader are unavailable to Daemonic Legions of Khorne due to the Blood God's abhorrence of all things sorcerous. Daemonic Legions of Khorne may include up to three more Skeleton Champions if desired.

Daemonic Legions of Slaanesh may include up to four Skeleton Champions in an undead contingent, plus another as a contingent leader if desired.

Skeleton Champions are created by generating Champions of Chaos and then 'killing' them. They cost exactly the same points as mortal Chaos Champions, based on the number of rewards received (see *Champions of Chaos* p185). Skeleton Champions are individually-based models and may act independently or be attached to units of undead models. Skeleton Champions that are being used as leaders for an undead contingent must remain within 12" of the undead models they are commanding.

Profile: As randomly determined.

Points Value: As a living Chaos Champion with the same number of Chaos rewards: 60 to 360 per model (see *Champions of Chaos* p185).

Mounts: Skeleton Champions may have mounts as a result of the generation process. These mounts are retained by the undead Champion. If desired they may be mounted on Juggernauts (**PV** 75) or Mounts of Slaanesh (**PV** 20) as appropriate.

Equipment: Skeleton Champions retain any equipment acquired when they were randomly generated. A Skeleton Champion may be given a suit of Chaos Armour and two 'standard' Chaos Weapons at no additional points cost if he does not already possess magical armour and/or magical weaponry. Extra properties for these Chaos Weapons may be generated at the usual cost of 25 points per property (see *Chaos Weapons* p189).

Spells: Slaaneshi Skeleton Champions may acquire *magic levels* and randomly determined spells as the result of their Chaos rewards. The points value of any spells is included in the Champion's overall **PV**. Khornate Skeleton Champions may also gain spells during their generation, but these may not be employed on the battlefield. Any *magic points* possessed by the Khornate Skeleton Champion *may* be used to augment *magic saving throws* in the normal manner.

Retinues: If you are using a pre-generated Skeleton Champion, it is possible that the undead Champion may possess a retinue. Any of the Skeleton Champion's followers may accompany him into battle if they have 3 or more *Wounds*. The points values of these models are calculated separately as a base of 30 points per model plus 15 points per reward (see *Points Values and Followers of Chaos* p63). Any members of a Skeleton Champion's retinue may be given a suit of Chaos Armour and one or two 'standard' Chaos weapons at no extra points cost. Additional properties for Chaos Weapons may be purchased at 25 points per property. Note that the retinue of a Skeleton Champion need not be undead themselves.

Names: Skeleton Champions are often referred to by titles such as the *Deathless of Khorne/Slaanesh*. This title is often appended to the Skeleton Champion's original name, eg *Magnus the Bloody, Deathless of Khorne*.

0-48 SKELETONS

Even the dead can serve Chaos in Daemonic Legions. Dragged from some far battlefiled, the slain are reformed into companies. Once more they can be hurled at any enemy. Once more they can destroy and be destroyed for their Chaos god.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Skeleton	4	2	2	3	3	1	2	1	5	5	5	5
Undead Horseman	8	2	2	3	3	2	2	1*	5	5	5	5

Points Value: 10 per model. 20 per model if mounted.

Mounts: None as standard. One unit of Skeletons in an auxiliary undead contingent may be converted to an Undead Horseman unit if desired.

Equipment: Skeletons are equipped with Chaos Armour and a 'standard' Chaos Weapon. Extra weapon properties may be purchased at a cost of 25 points per property, but must be applied to all weapons in a unit and paid for in full.

Ethereals: Ethereal creatures may be hidden in any dismounted Skeleton unit. They may not be hidden in a unit of Undead Horsemen. No more than 20% of a unit (or one figure) may be replaced in this fashion.

Skeletons are, themselves, of little use in a daemonic confrontation. They are, however, ideal for creating large units, at a low points cost, in which a number of ethereal creatures may be hidden. See *Hiding Ethereal Creatures in Undead Units* (p200) for the full rules relating to such hidden models.

Spells: None.

Names: Skeleton units retain the titles that they held in life: eg *Black Luigi's Company, The Cohort of Slaanesh* or *The Life Slayers*.

0-24 MUMMIES

While many of those who die in battle are thrown into common grave pits, some are treated with deference due to their rank. The mighty who die fighting for Chaos are doomed to fight on, even if they are denied the right to a battlefield burial.

Mummies retain some of their once-Human intelligence, and are still dedicated to the service of their Chaos god. Their desiccated voices still mumble their undying praises of Chaos.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Mummy	3	3	0	4	5	4	3	2	9	8	8	9

Points Value: 80 per model.

Mounts: None.

Equipment: Mummies require no equipment, but extra equipment may be purchased if desired. Chaos Armour costs 50 points per model. Chaos Weapons cost 25 points per model for a 'standard' weapon, plus 25 points per additional property. All models in a unit should be equipped to the same standard.

Ethereals: Ethereal creatures may be hidden in any unit of Mummies. No more than 20% of a unit (or one figure) may be replaced in this fashion.

See *Hiding Ethereal Creatures in Undead Units* (p200) for the full rules relating to such hidden models.

Spells: None

Names: Units of Mummies are usually identified by simple titles such as *The Dead*, or *The Accursed Walkers*. Feel free to invent your own, suitably macabre, unit titles for these auxiliaries.

0-40 ETHEREAL CREATURES

Thousands have died in the service of Chaos on battlefields and bloody altars. Some of the dead are absorbed into the Void. Many die without cause or need; their deaths are ignored by the careless gods. Some are tied to their bodies after death, and must march on. For the luckless few, death is merely the start of further servitude.

Ethereal creatures can form part of an auxiliary force in two ways. They can be hidden within units of undead troops (see *Undead*, above, and *Hiding Ethereal Creatures in Undead Units*, below) or bound into an ethereal host. Any ethereal creatures that are hidden within undead units cannot be part of the host, and the maximum number(s) of creatures allowed should be reduced accordingly.

Binding an auxiliary ethereal host has no *magic point* cost. The binding lasts for the entire duration of the battle, and no *binding* tests need ever be made. The creatures in the host are selected from the list below.

The creatures should be grouped into units of the same type. It is possible to have a single Ghost as a 'unit' if only one is chosen to be a part of the Daemonic Legion's ethereal host. Units comprising more than one type of ethereal being are not allowed.

An ethereal host does not need a leader and it will continue to fight on even if all other models on the same side are destroyed or routed.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Ghost	4	2	0	0	3	3	3	1	5	5	5	5
Spectre	4	4	0	0	4	4	4	4	5	5	5	5
Wight	4	3	0	3	4	3	3	1	5	5	5	5
Wraith	4	3	0	3	4	3	3	2	5	5	5	5

Points Values:
Points values and the number available of each ethereal creature are listed below:

Number of Creatures	Type	Points Value per Model
0-10	Ghosts	50
0-10	Spectres	200
0-10	Wights	100
0-10	Wraiths	150

Spectres may be provided with mounts at an additional cost of 25 points per model.

HIDING ETHEREAL CREATURES IN UNDEAD UNITS

Ethereal creatures may be placed within apparently 'normal' undead units of Skeletons or Mummies. When used in this way the ethereal creatures are hidden from the opposing player until the instant that they strike.

Ethereal creatures hidden in undead units must follow the following rules:

1 Ethereal creatures may be hidden within units of Skeletons or Mummies. No more than 20% (rounding down with a minimum of one model) of an undead unit may comprise hidden ethereal creatures. The points value of the ethereal creature is added to the undead unit's points value (see list of ethereal points values above).

The hidden ethereal creatures are initially placed on the table using Skeleton or Mummy models, as appropriate to the unit in which they are hidden.

Mounted Spectres may not be concealed and cannot replace undead models of any kind.

2 Only one type of ethereal creature may be hidden in a single undead unit.

3 Hidden ethereal creatures appear to be normal Skeletons or Mummies while within the unit. The undead models are left in place until the hidden ethereal creatures attack. The correct ethereal models are then substituted for the original undead on the tabletop.

4 When a unit containing hidden ethereal creatures is within 8″ of an enemy, all the hidden ethereal creatures in the unit reveal themselves. They spring from the unit and charge. One round of hand-to-hand combat is fought immediately. Normal charge bonuses apply. This combat may occur outside the correct sequence of play.

5 When a unit containing hidden ethereal creatures is charged from more than 8″ away, the charge is halted 8″ short of its target. Again, all the ethereal creatures spring forth and an out-of-sequence round of hand-to-hand combat is fought. Both the ethereal creatures and the charging unit receive a charge bonus.

If the charging unit destroys all of the ethereal creatures within this round of combat it may finish its charge against the main body of the undead unit. Casualties and *Wounds* inflicted by the ethereal creatures are applied before the charge finshes.

If the ethereal creatures survive the out-of-sequence combat, the opposing charging unit becomes *unformed* and must *reform* during its next *movement phase*. See *Failing to Complete a Charge* (**WFB** p60).

6 Once hidden ethereal creatures have been revealed, each is treated as an individual, independent model.

7 Hidden ethereal creatures count against the limit of ethereal creatures allowed as auxiliaries. Normally ethereal creatures are bound into an ethereal host. Any models that are hidden within undead units cannot be part of the host. The numbers and types of ethereal creatures in the host should be reduced accordingly. For example, if two Ghosts are hidden in skeleton units, only eight may be part of the host.

0-20 CREATURES OF CHAOS

The Chaos Wastes harbour many strange creatures. Some, like the Beastmen and Chaos Centaurs, were once normal creatures who are now warped by Chaos. Others are closer to the nature of Chaos, beasts which have been changed and moulded into new and fantastic forces by the whims of the Chaos gods. These are the Creatures of Chaos: the Gorgon, the Cockatrice and the Jabberwock, to name but three. Such creatures are often auxiliaries in the service of a Daemonic Legion, bringing their own, terrible ferocity to the battlefield.

Creatures of Chaos are bound into a monstrous host. No *magic points* are expended to perform this binding. Furthermore, the host need never make a *binding* test. It will fight normally until the end of the battle.

Creatures of the same type within the host should be grouped together where possible. A unit may consist of mixed types as long as no two units contain the same mixture of creatures. The Chaos host does not need to be led, although it is still subject to all *Leadership* and *rout* tests. A unit may consist of a single model if only one creature of a given type is chosen to be a part of the host.

Creatures of Chaos are tainted with the stuff of Chaos. They do not need Chaos or magical weapons to strike Daemons and other creatures who are immune to non-magical attacks.

The members of the host are selected from the table below, which lists the minimum and maximum numbers that may appear. The overall maximum of 20 Creatures of Chaos may not be exceeded. Any Creatures of Chaos that are used to pull chariots cannot be part of the host, and the maximum number(s) of creatures allowed should be reduced accordingly.

Number of Creatures	Type	Points Value per model	Number of Attributes
0-12	Chaos Centaurs	32*	D6-4
0-20	Chaos Hounds	23	D6-4
0-6	Chimeras	250	D4
0-8	Cockatrices	150	D4-1
0-3	Dragons	250-850	D6+1
0-10	Dragon-Ogres	87*	D6-4
0-1	Gorgon	110*	D6-4
0-6	Griffons	200	D4
0-20	Harpies	15	D6-4
0-6	Hippogriffs	200	D4
0-6	Hydras	200	D4-1
0-6	Jabberwocks	200	D4-1
0-6	Manticores	200	D4-1
0-8	Wyverns	130/180**	D4

Dragons are created using the rules set out in **Warhammer Fantasy Battle** (p244). They are subject to all the normal rules for Dragonkind, and the rules in this section.

* Cost of basic profile. Higher level models may be used, although hosts attached to Khornate Daemonic Legions may not include spell-casting models. Higher-level models may have a different nunber of Chaos attributes.

See the *Chaos Bestiary* in **The Lost and the Damned** for higher-level Chaos Centaurs and Dragon-Ogres and **Warhammer Fantasy Battle** (p253) for higher-level Gorgons.

** Wyverns cost 130 points if they cannot fly and 180 if able to take flight.

Auxiliary Creatures of Chaos can have personal Chaos attributes as listed in the table above. A single set of attributes for each type of creature should be generated and applied to each model. Once an attribute has been generated it must be applied, even if its effects are damaging to the Creature. You may, if you wish, generate Chaos attributes for each model, but this will require separate records to be kept for each Creature in the host, adding considerably to the paperwork and time needed for the battle.

0-20 MINOTAURS

Minotaurs are among the most powerful of all a Chaos god's mortal followers. Blood-thirsty in the extreme, Minotaurs consider it a great honour and privilege to be chosen to fight alongside their god's daemonic servants.

Minotaur auxiliaries are always of the appropriate type for the Daemonic Legion, ie Khornate Minotaurs are auxiliaries in Daemonic Legions of Khorne etc. When fighting as auxiliaries they may receive personal Chaos attributes, up to the usual limits.

A Daemonic Legion may have up to 20 Minotaurs in units of up to ten models each. Up to four Minotaurs may be character models. Level 5 and level 10 Minotaur heroes must be attached to units. Level 15 and above Minotaur heroes may act as independent character models.

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
Minotaur	6	4	3	4	4	3	3	2	9	5	7	6	40
+1 Elites	6	5	3	4	4	3	3	2	9	5	7	6	*
Minotaur 5	6	5	4	5	4	3	4	3	9	5	7	6	90
Minotaur 10	6	6	4	5	5	4	4	4	10+1	5	7	6	140
Minotaur 15	6	6	4	5	5	5	5	4	10+2	5	8+1	7+1	190
Minotaur 20	6	7	4	5	5	6	6	5	10+3	5	8+1	7+1	240
Minotaur 25	6	7	5	5	5	6	6	5	10+3	7+2	9+2	8+2	290

* 10 points may be spent to upgrade one Minotaur unit to *+1 Shock Elites.*

Points Value: As listed in profiles table above.

Mounts: None.

Equipment: Minotaurs attached to a Daemonic Legion are equipped with one or two 'standard' Chaos Weapons when serving as auxiliaries. These weapons can be of any physical type. Extra properties may be generated for weapons carried by Minotaur character models. Such properties must be paid for at a cost of 25 points per additional property.

Minotaurs can also be given Chaos Armour if you wish to carry out the appropriate model conversions. Chaos Armour costs 50 points per model.

ARMIES OF CHAOS

Facing across a plain of bones stood two mighty armies. Red and black banners marked with the skull-rune fluttered above Khorne's eager warriors. Before them a sea of hectic colours mocked and jeered, defying the grim intent of the Blood God's chosen. The Slaaneshi front ranks began to move, advancing with a lewd dance. The sky rang with their lascivious shrieks of expectation. Slowly an answering ripple of sound spread through the Khornate lines, a murmuring chant that gradually grew to a full-throated battle cry: "Blood for the Blood God!" Their heavy tread and the clashing of ornate armour kept time: "Skulls for the Skull Throne!" Underfoot bones cracked and the warriors were watched by eyeless sockets, greeted by fleshless grins. Soon they would meet. Contorted beasts strained at the leash; gibbering Spawn ran forward, their sole purpose to slay for their dark masters. Great swords and black axes were brandished, groaning with unearthly hunger for fresh souls. With a defeaning crash the first wave broke upon an iron shore. And so the day began.

From the smallest warband to the greatest army, warriors of the Chaos gods roam the desolate Wastes, forever seeking new foes to offer up to their fell lords in an unending orgy of destruction. Not content with battling their own kind, the Chaos hordes press close upon the lands of the Old World, hoping to spread their malignant beliefs by bloody conquest. This section of **Slaves to Darkness** presents the armies of Khorne and Slaanesh, listing the Men and beasts that are to be found in the battle formations of Chaos. The forces of Nurgle and Tzeentch are fully covered in **The Lost and the Damned**, the companion volume of **Realm of Chaos**.

The lists presented herein can be used to fight any size of battle from small skirmishes between opposing warbands to vast conflicts between huge armies. They can also be used in conjunction with **Warhammer Armies** to pit the minions of Chaos against such enemies as Goblin hordes, Undead legions and the troops of the Empire.

CHOOSING YOUR ARMY

Chaos armies are chosen like any other by allocating points from a total allowance to the different troop types given in the army lists. The only difference between chaotic and other armies is the possible inclusion of a Champion's retinue as a warband and the generation of Chaos attributes for many of the combatants.

The following guidelines on selection will help you build up your army in a straightforward fashion to create an impressive and effective fighting force:

1 Decide on the total points allowance for each side. If not given by the terms of a competition, this should be mutually agreed by the players. 3000 points makes a fair-sized army for an evening's play, and the lists can easily be used for armies up to 6000 points. For larger armies, the maximums given in the lists may have to be increased.

2 Decide which categories from the lists you wish to include. You must have some rank and file troops and at least one Champion of Chaos to act as a general, but other character models, warbands, allies and hosts are all optional. Each has a maximum number of points allotted to it, expressed as a fraction of the army's points allowance.

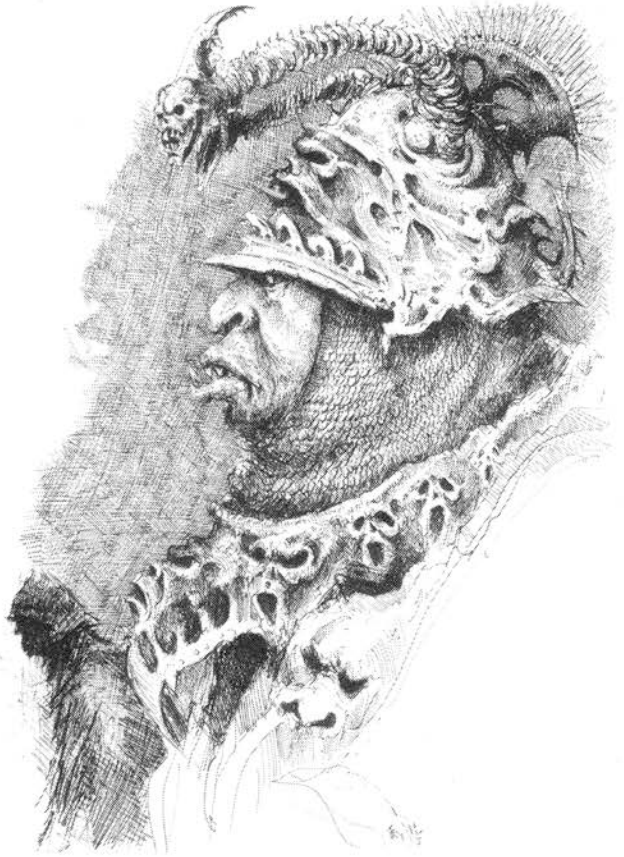
3 Decide what fraction of the army's total points allowance you wish to spend on each category, within the minimums and maximums given.

4 It is best to begin by selecting your rank and file troops, setting out the basis of your army, before progressing to optional units and creatures. Remember that there is a minimum fraction of your points allowance allocated to rank and file. Rank and file troops come with basic arms and armour and you may consider upgrading some of them at this point.

5 Choose your other forces from the different categories that you decided to include, working to your points allocation and the maximums given in the lists. You can decide whether or not to have a baggage train at this stage, the size being in proportion to the size of the army (it does not have a points cost itelf).

Don't worry if the cost for each category doesn't exactly match your original estimates. The final juggling of points can be left until you have chosen all your forces.

6 Champions of Chaos and warbands may be selected as part of your army and the points cost calculated. You don't have to actually generate the Champion or warband at this stage, provided the cost is noted down and deducted from the relevant part of the allocation.



7 Buy additional armament, mounts, standards, magical items and so forth for characters or other models, making sure these are paid for out of the appropriate section of allocated points.

8 You should now have a rough army with forces chosen from the different categories. Total up the points spent so far. It is unlikely to match your total allowance, so now is the time to trim the forces down or add more units - you should be aiming to come as close as possible to the army's full allowance without exceeding it. Make sure that the army conforms to the minimums and maximums given for the different categories.

9 If you haven't already generated your Champions of Chaos and their retinues, now is the time to do so. You may wish to keep a few points aside to pay for additional equipment for any particularly promising Champions, or you can free these points later by removing a couple of models or reducing a unit's extra equipment.

Once you have generated your Champions, you should decide which model is to be the general.

10 Now you've selected the whole of your Chaos army, check that the points don't exceed your total allowance and ensure that category limits have been observed.

11 Generate Chaos attributes and spells for all those models that require them. These must be generated randomly and the results adhered to - disadvantageous Chaos attributes must be taken as rolled, even if they cause a valued unit to degenerate into Chaos Spawn.

12 Finally, allocate characters as unit leaders if you haven't already done so. Characters may be left as independent models and still be *associated* with a unit in order to gain shelter from missile fire.

You're now ready to field your army against whatever iniquitous foes your opponent has chosen. If you have given some careful thought to the balance and composition of your army, you should have an effective fighting force ready to match the very worst that your enemies can throw against you.

POINTS VALUES OF A CHAOS ARMY

You may allocate your total points allowance for the army to several different categories. However, there are certain minimum and maximum restrictions upon these allocations, expressed as a fraction of the army's total points value. The only exception to this, is the minimum provision of 1 character model to act as the army's general, regardless of the points value for that model.

The restrictions for army selection are given in the following table:

Force	Minimum	Maximum
Rank and File*	⅓ total **PV**	Total **PV** less 1 character model
Characters	1 model	½ total **PV**
Allies	0	¼ total **PV**
Chaos Allies**	0	½ total **PV**
Mercenaries	0	¼ total **PV**
Hosts	0	¼ total **PV**

* The rank and file allowance includes Chaos warbands. The points cost for the Champion of Chaos leading a warband is included in the warband's cost and is *not* paid for from the army's character allowance.

** This category refers only to the *Chaos Allies Contingent* listed in **Warhammer Armies** (pl26). Allies of other Chaos Powers listed in this volume and in **The Lost and the Damned** fall into the normal Allies category with a maximum of one quarter of the total army **PV**.

Each Chaos army list includes a list of options for allies and mercenaries. These refer to the relevant sections of **Warhammer Armies** and to the *Allies* sections of this volume and **The Lost and the Damned**.

Armies of Khorne are not allowed mercenaries: no professional warriors are foolish enough to trust the followers of the Blood God, knowing full well that their employers might as easily slaughter them as pay them.

RANK AND FILE

A minimum of one third of the army's total points allowance must be allocated to rank and file troops. All of the points allowance, less that for 1 character model as general, may be allocated to rank and file. If the army is made up entirely of warbands, there is no need for a general.

Any unit may be given a standard bearer and/or a musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit. Standard bearers and musicians cost double the points of a basic model of their type.

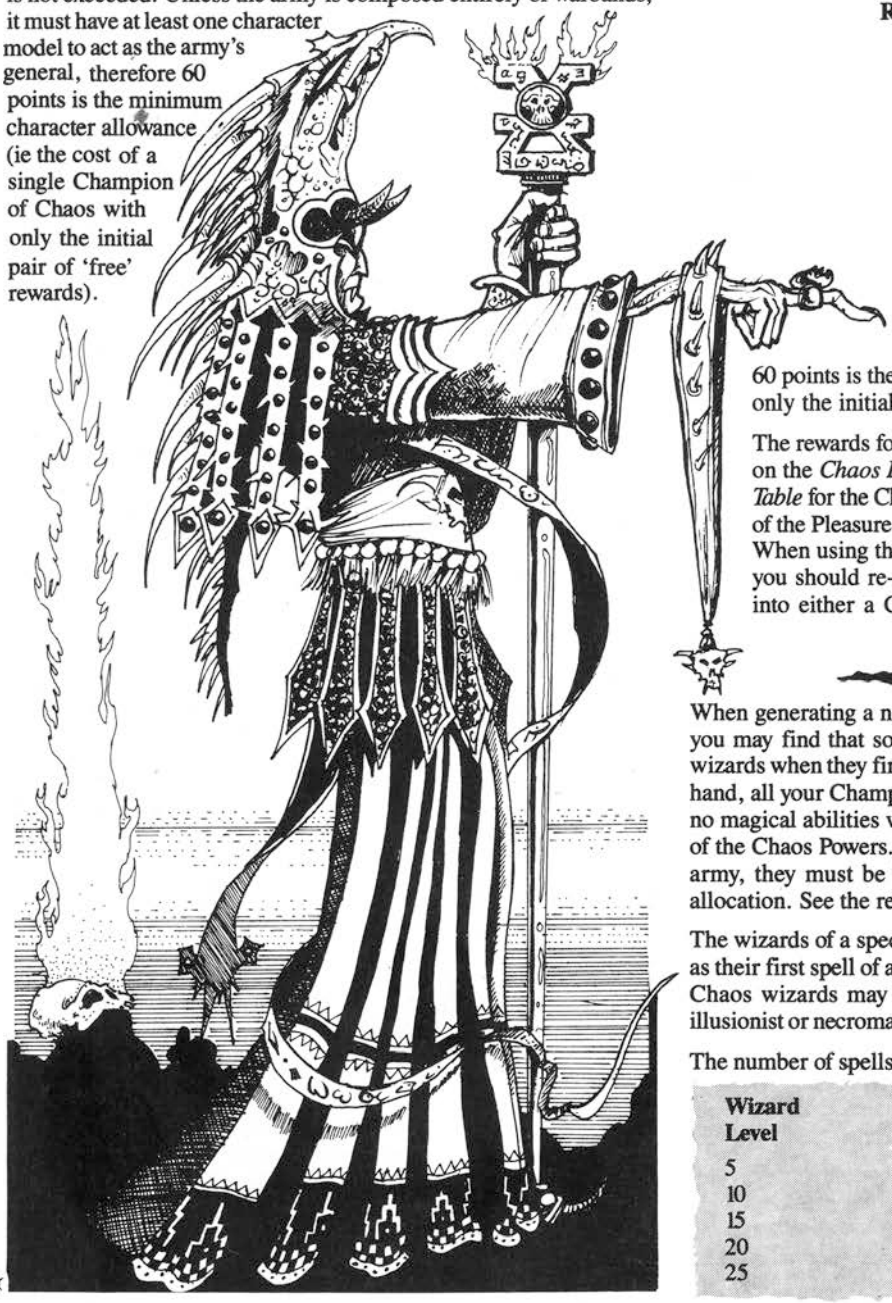
Some units are indicated as being able to give standards and musical instruments magical abilities. A single ability may be chosen for such a standard or instrument, up to the points value shown in the list. The magical ability must be chosen and noted down before the game.

In both the army and ally lists, unit sizes are given for most models. These relate to the number of the patron Chaos Power (eg eight for Khorne and six for Slaanesh). This is the minimum size for a unit. Larger units made up of multiples of eight or six models may be created, but half-units cannot be bought (eg Khornate armies may have units of 16 or 24 models, but not units of 20 models). The points value of a unit is for the set of eight or six models, and most options are similarly priced per unit, not per model. All the models in a unit must be armed in the same way.

CHAMPIONS OF CHAOS

Normal armies of Chaos (see **Warhammer Armies** p67) are led by Chaos Knights and Chaos Lords, mortals who have risen to heroic heights without committing their allegiance to any particular Chaos Power. In **Realm of Chaos**, the army lists are dealing with the fanatical followers of a specific Power. The leaders of these armies have given themselves literally mind and body to their chaotic master. They are the Champions of Chaos, heroes who are personally favoured by their Power and granted rewards in recognition of their services. The lesser Warriors of Chaos - *Chaos Thugs*, *Chaos Marauders* and *Chaos Warriors* - are still found in the rank and file of all Chaos armies. The character models in the army of a particular Chaos Power, however, are always Champions of Chaos, generated using the system presented in *The Followers of Chaos* (p35).

The allocation for character models can be up to half of the army's total points allowance. Champions of Chaos leading warbands are bought from the rank and file allowance and are therefore in addition to this restriction on individual character models. There is no upper limit on the number of models allowed, provided the points limit is not exceeded. Unless the army is composed entirely of warbands, it must have at least one character model to act as the army's general, therefore 60 points is the minimum character allowance (ie the cost of a single Champion of Chaos with only the initial pair of 'free' rewards).



If you have already generated one or more Champions of the relevant Chaos Power, you may use these as part of your army (with the agreement of your opponent and GM). If a Champion has a retinue, see *Warbands* below for the rules concerning their inclusion as part of the army. Pre-generated Champions are paid for at the usual cost of 60 points plus 30 points for each reward (not counting the initial pair of 'free' rewards).

To generate a new Champion of Chaos, you first decide how many rewards you want your Champion to receive, up to a maximum of 12 rewards. This maximum includes the two rewards every Champion is granted upon declaring his allegiance to one of the Chaos Powers. The points cost of the Champion is then calculated at the usual 60 points plus 30 points per reward. This points value is deducted from the army's character allowance. You are now free to choose more Champions or other troops for your army, leaving the actual generation of the Champion's rewards until later if you wish.

A summary of the points values for Champions of Chaos with different numbers of rewards is given below:

Champion's Rewards	Points Cost
2	60
3	90
4	120
5	150
6	180
7	210
8	240
9	270
10	300
11	330
12	360

60 points is the minimum cost for a Champion of Chaos with only the initial pair of free rewards given to all Champions.

The rewards for newly created Champions are rolled as usual on the *Chaos Rewards Table* (p45) and the relevant *Rewards Table* for the Champion's patron Chaos Power (eg for followers of the Pleasure Lord use the *Rewards of Slaanesh Table* (p50). When using the 'instant' method of generating a Champion, you should re-roll any result that transforms the Champion into either a Chaos Spawn or a Daemon Prince.

WIZARDS

When generating a new set of Champions of Chaos for your army, you may find that some of the Champions were already powerful wizards when they first stepped onto the path of Chaos. On the other hand, all your Champions may begin as basic profile creatures with no magical abilities whatsoever. Such are the unpredictable whims of the Chaos Powers. If you wish to acquire more wizards for your army, they must be bought from the army's allied forces points allocation. See the relevant ally lists for the availability of wizards.

The wizards of a specific Chaos Power *always* have that god's spell as their first spell of any level. Other spells are generated randomly. Chaos wizards may choose to roll on the daemonic, elemental, illusionist or necromantic spell lists for any or all of their other spells.

The number of spells available to each level of wizard is as follows:

Wizard Level	Magic Level	Number of Spells at Level 1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

ADDITIONAL EQUIPMENT FOR CHARACTERS

The points cost for characters includes any weapons or armour they have received as rewards from their Chaos Power. It also includes a basic hand weapon, if the Champion has not acquired one from his Chaos master. As far as possible, Champions should be equipped as depicted on the model. The costs for additional weapons, armour and mounts are given on the following table. Any equipment carried by the model that does not appear on this table should be ignored. Chaos Armour is assumed to include a shield if the model possesses one, but this has no effect upon the armour's normal *armour saving throw* of 5 or 6.

Item	Points Cost per Model
Combat Weapon	
Extra Hand Weapon	1
Double-handed Weapon	2
Flail	1
Halberd	2
Lance	2
Net	2
Spear	1
Missile Weapon	
Bow	2
Crossbow	3
Pistol	2
Armour	
Shield	1
Light Armour	2
Heavy Armour	3
Barding for Mount	4
Mount	
Horse	3
Warhorse	6
War Beast	
Chaos Centaur	32
Chaos Steed	32
Chimera	250
Griffon	200
Hippogriff	200
Manticore	200
Wyvern	180

MAGIC ITEMS FOR CHARACTERS

Any character model without a magical or Daemon Weapon may be equipped with a 'standard' Chaos Weapon at a cost of 25 points per model. A 'standard' Chaos Weapon only has the *Enchanted* property. Additional properties can be randomly generated for a Chaos Weapon at a cost of 25 points per property.

Any character model may be given Chaos Armour at a cost of 50 points. Each additional +1 to the armour's normal *armour saving throw* costs 50 points. No Chaos Armour has a better *armour saving throw* than 2, 3, 4, 5 or 6 (*+3 Chaos Armour* costing 200 points).

Up to two character models may be equipped with any sort of magic missiles.

Spellcasting Champions (except Champions of Khorne) may be equipped with up to three scrolls each. The scrolls may contain up to two different spells of level 3 or below.

Up to two character models, (except Champions of Khorne), may wear a magic ring with a spell of level 3 or lower.

Details of the magical abilities for these items and their points cost can be found in the *Magic Item Charts* in **Warhammer Armies** (p13)

GENERALS

A Chaos army, like any other, must be led by a *general* (see **Warhammer Fantasy Battle** p94). This is always the character model with the highest *Leadership*. Every army must have a general, even if it has no other character models, unless the army is composed entirely of warbands.

ARMY STANDARDS

An army of Chaos is allowed one *army standard*. This must be carried by a character model other than the army's general. An army standard has the usual effects (see **Warhammer Armies** p7) and costs 50 points, taken from the army's character points allowance.

Up to two magical properties may be bought for army standards at the usual cost (see **Warhammer Armies** p15).

WARBANDS

Roaming throughout the Chaos Wastes are the warbands of mighty Chaos Champions. As a Champion progresses in the favour of his chosen Power and grows in repute, he attracts the petty servants of Chaos, creatures too weak-willed to forge their own destinies. These followers join the Champion's retinue and bask in his reflected glory. Some few may rise to become Champions themselves, perhaps displacing their former masters. Many degenerate as the power of Chaos corrupts them further and end their days running with the mindless packs of Chaos Spawn. Most die in the battles they fight for their dark lords.

Many Champions of Chaos, heeding the call to arms of their fierce masters, bring their warbands to the battlefield to fight alongside Chaos Warriors. A warband is a mixed bag of creatures, formed from the dregs of the Chaos Wastes as they have drifted into the company of the Champion, and may present an unusual appearance on the battlefield. Dwarfs may fight alongside Goblins, their ancient enmities forgotten in the fury to serve their Power. Orcs and Hobgoblins fight staunchly at their master's command, with no thought of turning against each other. Only death or glory for their chosen Chaos Power gives purpose to the members of a Champion's warband.

A normal Warhammer unit comprises troops of the same type, with the same profiles, the same *psychological* reactions and similar arms and armour. In a Chaos warband these restrictions may be ignored. Some of the Champion's retinue can obviously act as independent characters (Chaos Sorcerors and Warriors, Trolls and so forth), but in many cases you may find it more convenient to group small numbers of different creatures together into one or more mixed units. You should feel free to combine the members of a warband in any sensible and appropriate manner (subject to the agreement of your GM, if you have one). Note that a warband need not keep to the unit size restrictions of the rest of the army. The models of a warband may be grouped in any number.

Where mixed creatures occur together in a single unit, they do not suffer *psychological* effects against any fellow member of the unit. All other *psychological* effects are shared by the unit, so that if *any* member is affected, *every* member is affected. It doesn't matter if only one model out of a group of 20 *fears* an approaching enemy, the effects are felt by the whole unit. All tests (*Leadership, psychology, rout* etc) are made on the lowest relevant characteristic in the unit, although bonuses from character leaders may be applied as usual.

Any unit that is within 6" of the Champion that commands the warband may take advantage of his *Leadership* bonus for *rout* and *rally* tests. A unit that is further than 12" from the warband commander suffers a -1 *Leadership* penalty for all tests. A unit's proximity to the Champion is measured from the base of the unit's leader, or from the middle of the front rank if there is no unit leader.

Warbands are *not* allies and are treated as part of the main army with regard to the army's general and standard (if any).

Once a player has declared that different creatures from a warband have joined together to form a single unit, they cannot separate into several smaller units later in the game. Obviously, the unit must therefore move at the rate of its slowest member to prevent it from breaking up.

GENERATING A WARBAND

If you have played a series of games using the same Champion of Chaos, possibly as part of a narrative campaign, you should already have a ready-made warband. Indeed, you may have several of these, generated at various times as the retinues of different Champions. These retinues may be used as warbands in future battles, saving the time of generating completely new warbands for each game.

Alternatively, you may decide to create a new Champion and retinue for a forthcoming battle. It is possible to do this using the full generation system presented in *The Followers of Chaos* (p35). You simply establish the Champion's starting profile and then grant him rewards and followers until you have a suitable warband. There is always the chance, of course, that your Champion will rise to the daemonic ranks or degenerate into a gibbering Spawn, but these are the hazards of Chaos. The points cost of such warbands are calculated using the normal method explained in *Points Values and Followers of Chaos* (p63).

If you are putting together a whole Chaos army, however, you may wish to assign some of your available points allocation to one or more warbands without actually generating the Champion and his retinue at this time. In such a case, the following 'instant' warband generation system may be used. This system should *always* be used for competition games.

First, decide how many rewards you want your Champion to receive, up to a maximum of 12 rewards, remembering that the number of rewards governs the number of rolls allowed for followers. Every two rewards gives the Champion a chance of enlarging his retinue, so he will be allowed half as many rolls for followers as he takes rewards (rounding down the odd halves). You must decide upon the number of rewards to be taken *before* you roll for either rewards or followers.

The points cost of the warband is then calculated as 60 points for the Champion, plus 40 points for each reward he takes, plus a further 45 points each time he makes a roll for followers. The retinue points cost is paid regardless of whether any followers are actually gained; it is for the *chance* of gaining them that the Champion pays, and only the whim of his Chaos god determines success.

A summary of the points costs for warbands of different sizes is given below. The points cost of rewards for followers (one reward per Chaos reward for the Champion) has been taken into account. The starting Champion pays no points for his first two rewards, which are a gift from his Chaos Power to greet his new allegiance, but does immediately gain a roll for followers.

Champion's Rewards	Rolls for Followers	Points Cost
2	1	105
3	1	145
4	2	230
5	2	270
6	3	355
7	3	395
8	4	480
9	4	520
10	5	605
11	5	645
12	6	730

105 points is the minimum cost of a warband and allows the Champion his initial pair of free rewards, plus a single roll for followers (an unlucky Champion may actually have no-one in his retinue despite paying for the roll). 730 points is the maximum cost for a warband because the Champion is allowed to take no more than 12 rewards.

Once you have decided upon the number of rewards for the Champion and worked out the cost of the warband, deduct the cost from your army's rank and file points allowance. Remember that the cost of the Champion is part of the warband's points value. The Champion of Chaos is *not* paid for separately as a character model. You are now free to choose the remainder of your Chaos army, leaving the actual generation of the warband to later if you wish.

The rewards for the Champion are rolled as usual on the *Chaos Rewards Table* (p45) and the relevant *Rewards Table* for the Champion's deity (eg for followers of the Blood God use the *Rewards of Khorne Table* p47). When using this 'instant' method of generating a warband, you should re-roll any result that transforms the Champion into either a Chaos Spawn or a Daemon Prince. Weapons and armour for the Champion are covered under *Additional Equipment for Characters* above.

The Champion's retinue is created using the normal *Retinue Table* (p60). Make sure you also roll on the table to select the number of followers or groups of followers that join the warband, with a chance of the Champion receiving no followers at all. Rewards for the members of the warband are generated using the *Followers Reward Table* (p62).

ALLIES

Each army has the possibility of several different allied contingents. These may be allocated up to one quarter of the army's total **PV** allowance. The only exceptions are Chaos Allies which may be allocated up to half of the army's **PV** allowance. Although several allied contingents may be chosen, the points restriction applies to their *combined* points values. You cannot spend a quarter of your total **PV** on each contingent. If you combine Chaos Allies with other allied contingents, the total allied **PV** may be half of the army's allowance, provided the other allies do not exceed a quarter.

Each allied contingent must have at least one character model to act as *ally commander*. If the allies have several characters, the model with the highest *Leadership* is the ally commander. Ally commanders influence their troops in the same way as generals influence the troops of the main army. Allies are not affected by the army general or the commanders of other allied contingents, nor are the army's models affected by ally commanders.

If fighting against a *hated* enemy, allies fight with normal characteristics. If the opposing army contains no *hated* enemies, allies fight with a *Leadership* penalty of -1 for *rout* and *rally* tests. This also applies to the **Ld** of a character model associated with a unit, but not to his **Ld** bonus.

There are no separate ally lists for the Chaos Powers described in **Realm of Chaos**. If an army wishes to use allies of one of these Powers, the normal army list for that Power is consulted. The army lists for Nurgle and Tzeentch appear in **The Lost and the Damned**. Any special rules given for the army of a Chaos Power apply equally to the allied contingent of that Power.

Chaotic armies cannot incorporate allies from opposing Chaos Powers. Khorne and Slaanesh may not ally with each other; similarly, Nurgle and Tzeentch never ally with one another.

MERCENARIES

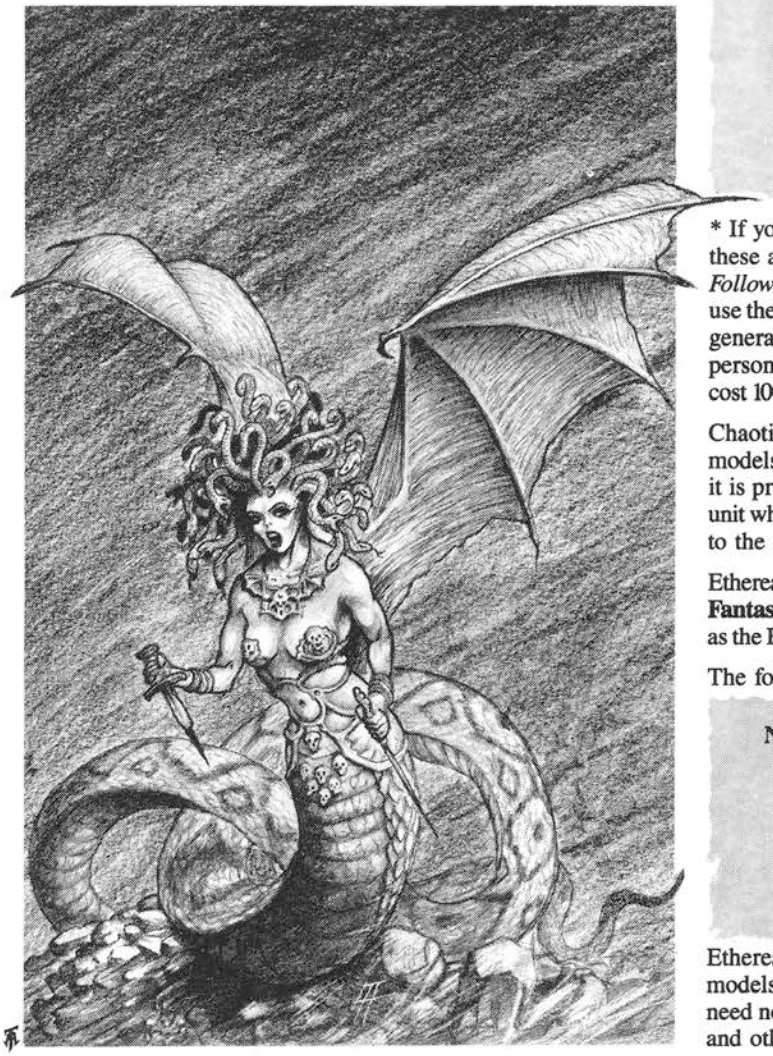
An army also has the possibility of hiring mercenary contingents. Like allies, these may be allocated up to one quarter of the army's total **PV** allowance. Although several mercenary contingents may be chosen, the points restriction applies to their *combined* points values. You cannot spend a quarter of your total **PV** on each contingent.

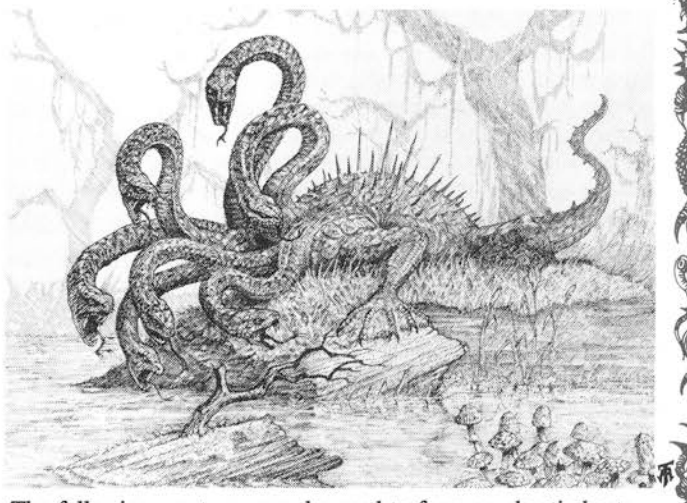
Each mercenary contingent must have at least one character model to act as *mercenary commander*. If the mercenaries have several characters, the model with the highest *Leadership* is the commander. Mercenary commanders influence their troops in the same way as ally commanders.

Mercenaries are professional fighters who are merely hired for the battle, without any other interest in its outcome, and are prone to acts of disloyalty. They are, on the other hand, stout warriors less liable than normal troops to break ranks and run from combat. Full details of mercenary loyalty and professionalism are given in *Mercenaries* in **Warhammer Armies** (p124).

HOSTS

Armies of Chaos may spend up to one quarter of their total army **PV** allowance on hosts. Either chaotic or ethereal hosts may be used by Chaos armies. In the case of chaotic hosts, there is no cost in *magic points* to bind the host, as the army's patron Chaos Power sends these Creatures of Chaos to aid his worthy followers. Chaotic hosts never have to take a *binding* test and fight normally until the end of the battle.





The following creatures may be used to form an chaotic host:

Number of Models	Creature of Chaos	Points Cost per Model	Number of Attributes
0-10	Chaos Centaurs	32	D6-4
0-10	Chaos Hounds	23	D6-4
0-5	Chaos Spawn*	100	D6+6
0-1	Chimeras	250	D4
0-2	Cockatrices	150	D4-1
0-5	Dragon-Ogres	87	D6-4
0-1	Gorgons	110	6-4
0-2	Griffons	200	D4
0-10	Harpies	15	D6-4
0-1	Hippogriffs	200	D4
0-1	Hydras	200	D4-1
0-1	Jabberwock	200	D4-1
0-1	Manticore	200	D4-1
0-2	Wyverns	180	D4

* If you have already generated some Chaos Spawn, you may use these at a normally calculated points value (see *Points Values and Followers of Chaos* p63). If you are generating them for a battle, use the system presented in '*Instant Chaos Spawn*' (p68). You should generate an initial creature type and profile, and then roll for D6+6 personal Chaos attributes. Chaos Spawn generated in this manner cost 100 points, regardless of their number of attributes or final profile.

Chaotic hosts should be organized into units of between 5 and 20 models. A unit need not contain only a single type of creature, but it is preferable to arrange creatures of the same type into the same unit where possible. Chaotic hosts need no leaders, but are still subject to the normal *Leadership*, *rout* and other tests.

Ethereal hosts must be bound in the normal manner (see **Warhammer Fantasy Battle** p263). Armies of Khorne never include ethereal hosts as the Blood God views such use of magic with the greatest disfavour.

The following creatures may be used to form an ethereal host:

Number of Models	Ethereal Creature	Points Cost per Model
0-5	Ghosts	50
0-1	Spectres	200
0-2	Spectral Horsemen	225
0-2	Wights	100
0-2	Wraiths	150

Ethereal hosts should be organized into units of between 1 and 20 models. A unit must contain a single type of creature. Ethereal hosts need no leaders, but are still subject to the normal *Leadership*, *rout* and other tests.

CHAOS WAR ALTARS

The war altar is a small, portable shrine carried onto the battlefield and guarded by units of religious fanatics. The altar usually incorporates relics of greatly revered Champions of Chaos, often displayed as grinning skulls or other morbid remains. The presence of a war altar on the battlefield confers psychological advantages to the army and raises the confidence of the troops. The following rules apply to war altars:

1 War altars are carried by religious fanatics known as Chaos Cultists. These altar guards defend the altar with their lives and are immune to all *psychology* and *rout* tests while within 6" of the altar. When carrying the altar, the Cultists' *Movement* is halved.

2 All friendly troops within 12" of the war altar receive a +1 bonus to their hand-to-hand combat resolution score. This is in addition to any other bonuses they are allowed.

3 All friendly troops within 12" receive a +2 bonus to the Leadership, up to a maximum **Ld** of 10.

4 A war altar may be mounted on a wagon to increase its mobility. Such an altar retains all its usual effects but is treated as a wagon for movement.

5 If the war altar is captured or desecrated all friendly troops within 12" must make an immediate *rout* test. A war altar is desecrated if all the altar guards have been slain *and* enemy troops are in base-to-base contact with the altar (or base-to-base contact with the wagon if the altar is so mounted).

A desecrated altar loses its ability to confer bonuses on friendly troops even if recaptured.

6 War altars, including a pair of Chaos Cultist altar guards, cost 70 points.

Armies of Khorne are particularly likely to contain war altars because they are required by Champions with *Bloodstones* to summon Daemons.

BAGGAGE

Bringing up the rear of any Chaos horde may be seen their hideous train of camp followers, foul beings far too mutated to be worth putting in the battle line. They accompany awesome, creaking wagons of horrific form, riddled with decay, drawn by pathetically deformed beasts of burden. These weird wains are piled high with cages, cauldrons and sinister inlaid caskets, while implements of torture and insane ritual are hung about them. A continuous eerie sighing emanates from the sad, snuffling, cowled figures walking behind the wagons.

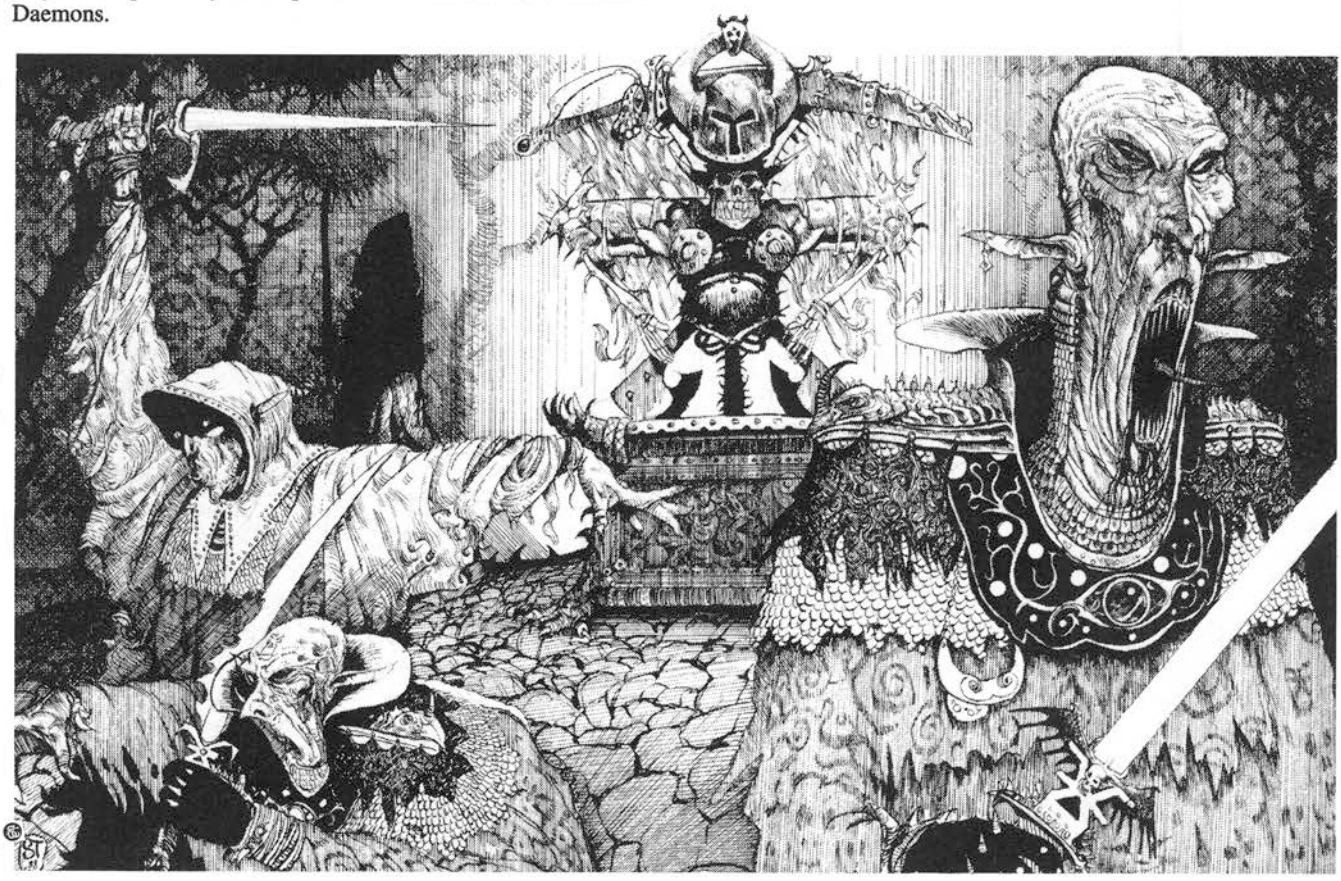
A chaotic baggage train is represented by a wagon and three followers per 1000 points in the army. The camp followers have the same profiles as Chaos Cultists and are only armed with improvised weapons.

The presence of a baggage train is optional unless the army includes mercenaries, in which case it *must* have a baggage train.

CHAOS ATTRIBUTES

Champions of Chaos gain personal Chaos attributes as a part of the normal generation process outlined in *The Followers of Chaos*. Rank and file models in a Chaos army have Chaos attributes as given in the army lists. These attributes are *dominant* Chaos attributes, generated for the whole unit (see *Dominant Chaos Attributes* in *The Mark of Chaos* p137). You must always take the attributes randomly generated, even if disadvantageous.

If you do not wish to roll randomly for the number of attributes allowed, you may mutually agree with your opponent to limit Chaos attributes. You may opt to have no attributes at all, or a set number up to the maximum allowed for the creature concerned (see the *Bestiary* in **The Lost and the Damned**). If you cannot reach an agreement, the table above should be used as usual. A player may always opt not to have any attributes for his units, regardless of his opponent's decision. Any such decisions regarding attributes *must* be taken before the attributes are rolled.



ARMIES OF KHORNE

A great pall of smoke darkens the horizon, lit from below by leaping fingers of flame. Black and red, the colours of the Blood God, herald the approach of Khorne's grim warriors. Marching across the Chaos Wastes, stamping their bloody mark upon all they meet, the armies of Khorne are justly feared by even the most battle-hardened. Khorne's servants show no mercy and take no prisoners - all are fodder to their insatiable appetite for slaughter.

A Khornate army, to further demonstrate its allegiance to the Blood God, always fields its rank and file units in multiples of eight. Eight, the number of Khorne, is the minimum size for a unit. Larger units must be multiples of this basic size (eg 16, 24, 32 and so forth). Champions of Chaos acting as leaders are additional to this number. Units that are not taken from the rank and file (eg allies and mercenaries) and warbands need not follow this requirement.

KHORNE AND MAGIC

The followers of Khorne, forswearing all use of wizardry, have no spellcasters in their ranks. Only might of arms and martial prowess serve to offer praise to their Chaos master. Champions of Khorne who were once wizards have long since abjured their former heresy and renounced their blasphemous powers. Without the constant study and practice demanded of all wizards, spells and other arcane techniques have fled the minds of these Champions, leaving them unable to cast even the most petty of conjurations.

Champions who were once wizards may, however, still retain their *magic points*. These may be used to augment *magic saving throws* in the normal fashion. This is the *only* use to which Champions of Khorne may put their *magic points*.

There is no restriction on the use of magical items such as Chaos or Daemon Weapons. It is the sin of spellcasting that is abhorred. A weapon, albeit magical, is still grasped firmly and swung mightily to free more blood from mortal bondage, and is thus favoured by Khorne.

BLOODSTONES

Bloodstones are given only to the most favoured of Khorne's Chaos Champions and allow their owner to call upon the aid of Khorne's daemonic minions. A full description of their use and effects can be found in *The Magic of Chaos* (p101).

Bloodstones may be acquired as a Chaos gift or may be bought for any Champion at a cost of 50 points.

TECHNOLOGY

To Khorne's mortal followers, technology may seem as awesome and otherwordly as the most arcane meddlings of wizardry. To Khorne, a bolter is simply an efficient tool of death, to be used like any other tool that furthers the warrior's trade.

You may purchase technological weapons for any one unit *or* eight characters. This costs 240 points and allows the unit or characters to roll on the table for the *Technology* attribute (see *The Mark of Chaos* p130). If the attribute is given to characters, each character may make a separate roll for the *Technology* attribute using a D100 plus 8D6. If the attribute is given to a unit, a sinlge roll is made on the table using a D100.

The 240 points cost is paid for the chance to roll on the table, regardless of the actual attribute that is received. The points should be paid from the appropriate points allocation (eg from the character allocation if the attribute is given to characters).

Movement penalties for the *Technology* attribute (as listed on p130) may reduce the model's *Move* to 0. See *Mobility* (p110) for details of mounting the model on a suitable conveyance.

You need a copy of **Warhammer 40,000** if you arm any of your models with technological weaponry.

ALLIES

An army of Khorne may spend up to one quarter of its total points allowance on allies. These should be chosen from the lists in **The Lost and the Damned** and **Warhammer Armies**. The following types of allies may be chosen:

Allies of Nurgle *or* Tzeentch
Skaven Allies
Orc and Goblin Allies
Chaos Allies*
Undead Allies

* Chaos Allies may cost up to half of the army's total points allowance.

A Khornate army may choose to field allies of either Nurgle or Tzeentch, but not both together.

MERCENARIES

Armies of Khorne are not allowed to hire mercenaries due to a well-founded reputation for slaughtering their accomplices.

0-24 CHAOS WARRIOR HORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIOR	–	6	6	5	3	2	6	2	9+2	9+2	9+2	9+2
WARHORSE	8	3	0	4	3	–	3	1	–	–	–	–
CHAOS STEED	8	4	0	4	4	2	4	2	5	5	5	7

Among the mightiest of Khorne's mortal followers, Chaos Warriors have sold their Humanity for a bloody promise of power.

MODELS PER UNIT: 8
POINTS PER UNIT: 650
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
BASE SIZE: 25x50mm
CHAOS ATTRIBUTES:
WARRIOR: D6-3
CHAOS STEED: D4

OPTIONS
COST PER 8 MODELS:
LANCES 16
HORSE BARDING 32
REPLACE WARHORSES WITH CHAOS STEEDS 210

ANY UNIT MAY HAVE:
A MAGIC STANDARD 100
A MAGIC INSTRUMENT 25

0-32 CHAOS WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIOR	4	6	6	5	3	2	6	2	9+2	9+2	9+2	9+2

The Footsoldiers of Khorne, these warriors have sworn to slay without rest in Khorne's name. They retain little of their original Humanity, having offered it to the Blood God with their loyalty.

MODELS PER UNIT: 8
POINTS PER UNIT: 600
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
BASE SIZE: 25x25mm
CHAOS ATTRIBUTES: D6-3

OPTIONS
COST PER 8 MODELS:
ADDITIONAL HAND WEAPONS ... 8
DOUBLE-HANDED WEAPONS ... 16
HALBERDS 16

ANY UNIT MAY HAVE:
A MAGIC STANDARD 50
A MAGIC INSTRUMENT 25

0-32 CHAOS MARAUDER HORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARAUDER	–	5	5	4	3	2	5	2	8+1	8+1	8+1	8+1
WARHORSE	8	3	0	4	3	–	3	1	–	–	–	–

Bloody-handed servants of Khorne, his mounted Marauders rampage across Chaos battlefields, terror and bloodshed at their heels.

MODELS PER UNIT: 8
POINTS PER UNIT: 370
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
BASE SIZE: 25x50mm
CHAOS ATTRIBUTES: D6-4

OPTIONS
COST PER 8 MODELS:
LANCES 16
WARHORSE BARDING 32

ANY UNIT MAY HAVE:
A MAGIC STANDARD 50
A MAGIC INSTRUMENT 25

0-40 CHAOS MARAUDERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARAUDER	4	5	5	4	3	2	5	2	8+1	8+1	8+1	8+1

Marauders are less powerful than the Chaos Warriors they seek to emulate but are as bloody-handed in their service of Khorne. No battle is too savage for these murderous followers of Chaos.

MODELS PER UNIT: 8
POINTS PER UNIT: 320
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
BASE SIZE: 25x25mm
CHAOS ATTRIBUTES: D6-4

OPTIONS
COST PER 8 MODELS:
ADDITIONAL HAND WEAPONS ... 8
DOUBLE-HANDED WEAPONS ... 16
HALBERDS 16
BOWS 16
CROSSBOWS 24

ANY UNIT MAY HAVE:
A MAGIC STANDARD 50
A MAGICAL INSTRUMENT 25

0-40 MOUNTED CHAOS THUGS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
THUG	8*	4	4	4	3	1	4	1	7	7	7	7

*** INCLUDES MOVEMENT ALLOWANCE OF HORSE**

The lowliest of Khorne's Human followers, Chaos Thugs are driven to acts of desperate savagery to attract the Blood God's approval.

MODELS PER UNIT: 8
POINTS PER UNIT: 135
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR
BASE SIZE: 25x50mm
CHAOS ATTRIBUTES: D6-5

OPTIONS
COST PER 8 MODELS:
SHIELDS 16
HEAVY ARMOUR 16
LANCES 16
SPEARS 8
2 PISTOLS 16

0-120 CHAOS THUGS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
THUG	4	4	4	4	3	1	4	1	7	7	7	7

Many turn to Chaos in their foolishness. Chaos Thugs are men of this kind, fighting with great fervour, ready to slaughter any who stand in the path to greater glory in the service of Khorne.

MODELS PER UNIT: 8
POINTS PER UNIT: 70
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR
BASE SIZE: 25x25mm
CHAOS ATTRIBUTES: D6-5

OPTIONS
COST PER 8 MODELS:
SHIELDS 8
HEAVY ARMOUR 8
ADDITIONAL HAND WEAPONS ... 8
DOUBLE-HANDED WEAPONS ... 16
FLAILS 8
SPEARS 8
BOWS 16
LONG BOWS 24
THROWING AXES 8
2 PISTOLS 16

0-80 CHAOS DWARFS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DWARF	3	4	3	4	4	1	2	1	9	7	9	9

Chaos Dwarfs have been twisted by their exposure to the darkness. They have the unforgiving nature of all their race allied to Khorne's savagery, making them warriors with few equals.

MODELS PER UNIT: 8
POINTS PER UNIT: 90
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR
BASE SIZE: 20x20mm
CHAOS ATTRIBUTES: D4-3

OPTIONS
COST PER 8 MODELS:
SHIELD.....8
HEAVY ARMOUR.....8
DOUBLE HANDED WEAPON.....16

ONE UNIT MAY HAVE:
MAGIC STANDARD.....50
MAGIC INSTRUMENT.....25

0-120 CHAOS GOBLINS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GOBLIN	4	2	3	4	3	1	2	1	5	5	5	5

Chaos Goblins are mean-spirited, dangerous and petty - Khorne, however, cares little that his servants are less than noble, providing the flow of blood is maintained. Goblins are subject to animosity

MODELS PER UNIT: 8
POINTS PER UNIT: 25
WEAPONS: HAND WEAPON
ARMOUR: NONE
BASE SIZE: 20x20mm
CHAOS ATTRIBUTES: D6-4

OPTIONS
COST PER 8 MODELS:
SHIELDS.....4
LIGHT ARMOUR.....8
SPEARS.....4
BOWS.....8

ONE UNIT MAY HAVE:
MAGIC STANDARD.....50
MAGIC INSTRUMENT.....25

0-24 CHAOS DWARF BERSERKER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BERSERKERS	3	4	3	4	4	1	2	1	9	7	9	9

With their teeth filed to needle-sharp points, the Beserkers spit blood as they scream praises to the Blood God. They are subject to all the rules for Berserkers given in **WFB** *(p97).*

MODELS PER UNIT: 8
POINTS PER UNIT: 120
WEAPONS: HAND WEAPON
ARMOUR: NONE
BASE SIZE: 20x20mm
CHAOS ATTRIBUTES:
BERSERKER: D4-3

OPTIONS
COST PER 8 MODELS:
SHIELDS.....8
ADDDITIONAL HAND WEAPON...8
DOUBLE HANDED WEAPON.....16
THROWING AXE OR SPEAR.....8

0-40 MINOTAURS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MINOTAUR	6	4	3	4	4	3	3	2	9	5	7	6

With an insatiable appetite for fresh blood, Minotaurs are naturally drawn to the service of Khorne. They are subject to hatred *of mortal followers of Slaanesh and spellcasters, and to* frenzy *and* blood-greed.

MODELS PER UNIT: 8
POINTS PER UNIT: 320
WEAPONS: HAND WEAPON
ARMOUR: NONE
BASE SIZE: 40x40mm
CHAOS ATTRIBUTES: D6-4

OPTIONS
COST PER 8 MODELS:
LIGHT ARMOUR.....64
ADDITIONAL HAND WEAPONS..32
DOUBLE-HANDED WEAPONS....64

0-200 CHAOS BEASTMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	4	4	2	3	1	7	6	7	6

Khorne's Beastmen are bloodthirsty in the extreme, flinging themselves into the fray to slaughter with tooth and claw! Khornate Beastmen are subject to hatred *of mortal followers of Slaanesh and spellcasters.*

MODELS PER UNIT: 8
POINTS PER UNIT: 90
WEAPONS: HAND WEAPON
ARMOUR: NONE
BASE SIZE: 25x25mm
CHAOS ATTRIBUTES: D6-3

OPTIONS
COST PER 8 MODELS:
SHIELDS.....8
LIGHT ARMOUR.....16
ADDITIONAL HAND WEAPONS...8
DOUBLE-HANDED WEAPONS....16
HALBERDS.....16
FLAILS.....8
THROWING SPEARS.....8

0-16 TROLLS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TROLL	6	3	1	5	4	3	1	3	4	4	6	6

MODELS PER UNIT: 1-4
POINTS PER MODEL: 65
WEAPONS: NONE OR HAND WEAPON
ARMOUR: NONE
BASE SIZE: 40x40mm
CHAOS ATTRIBUTES: NONE

Trolls have little loyalty to any Chaos Power and are easily pressed into the service of Khorne, fighting for their love of violence and the chance of fresh prey. They are subject to stupidity.

0-8 BEASTMASTERS

BEASTMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HANDLER	4	4	3	3	4	2	3	1	7	6	7	6
HOUND	6	4	0	4	4	2	4	2	6	4	6	6
SPAWN	HUMAN PROFILE WITH D6+6 CHAOS ATTRIBUTES											

MODELS PER UNIT:
2 BEASTMAN HANDLERS, EACH WITH 4 CHAOS HOUNDS OR 4 CHAOS SPAWN

POINTS PER UNIT:
WITH HOUNDS: 120
WITH SPAWN: 430

WEAPONS: HAND WEAPON

ARMOUR: NONE

BASE SIZE:
BEASTMAN: 25x25mm
HOUNDS: 25x50mm

CHAOS ATTRIBUTES:
BEASTMASTER.....D6-3
CHAOS HOUND.....D6-4
CHAOS SPAWN.....D6+6

OPTIONS
COST PER BEASTMAN HANDLER:
SHIELD.....1
LIGHT ARMOUR.....2

Beastmasters are the mortal huntsmen of Khorne, who gather much blood in their wild hunts. Handlers work in pairs, each with 4 Chaos Hounds or Chaos Spawn - each pack may only include one type of creature.

0-32 CHAOS CENTAURS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CENTAUR	8	3	4	5	3	2	3	2	7	7	7	7

MODELS PER UNIT: 8

POINTS PER UNIT: 280

WEAPONS: HAND WEAPON

ARMOUR: NONE

BASE SIZE: 25x50mm

CHAOS ATTRIBUTES:
CENTAUR: D6-4

OPTIONS
COST PER 8 MODELS:
SHIELDS.....32
LIGHT ARMOUR.....64
LANCES.....64
ADDITIONAL HAND WEAPON...32
DOUBLE-HANDED WEAPONS....64
HALBERDS.....64
FLAILS.....32
BOWS.....64

ONE UNIT MAY HAVE:
MAGIC STANDARD.....50
MAGIC INSTRUMENT.....25

Half-man, half-beast, Khorne's Centaurs share the blood-lust of all his warriors. Swiftly moving across the field of battle, they are ever-ready to send new souls to the foot of the Skull Throne.

0-1 KHORNATE WAR ALTAR

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS CULTIST	4	3	3	4	3	1	3	1	7	7	7	7

MODELS PER UNIT:
1 WAR ALTAR
& 2 CHAOS CULTISTS

POINTS PER UNIT: 70

WEAPONS: HAND WEAPONS

ARMOUR: HEAVY ARMOUR

BASE SIZE:
CULTISTS 25x25mm

CHAOS ATTRIBUTES: D6-4

OPTIONS
ADDITIONAL CHAOS CULTISTS (MAXIMUM 6).....10 EACH
WAGON OR CARRIAGE TO MOUNT WAR ALTAR.....50
MAGIC STANDARD TO ACCOMPANY WAR ALTAR.....100

Khorne's rituals are simple ones of bloody devotion. The presence of an altar to the Blood God inspires his mortal followers to new heights of savagery - if only because cowards are the first to be sacrificed!

0-4 CHAOS DWARF WAR MACHINES

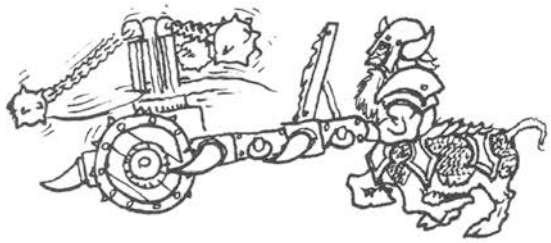
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BOAR-CENTAUR	6	4	3	4	4	2	2	1	9	7	9	9

MODELS PER UNIT: 1-4

POINTS PER UNIT: 50

WEAPONS: DOUBLE-HANDED WEAPON

ARMOUR: HEAVY ARMOUR & BARDING



CHAOS ATTRIBUTES: D4-3

BASE SIZE:
BOAR-CENTAUR: 25x50mm

CREW: 1 BOAR-CENTAUR

The 'Whirlwind', the 'Tenderiser', and their strange attendant Dwarf-Boar Centaurs are the products of a twisted Dwarven science. The harvest of blood that they reap is gladly welcomed by Khorne.

0-4 CHAOS DWARF MORTARS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	4	4	1	2	1	9	7	9	9

	RANGE MIN	RANGE MAX	TEMPLATE	STR	SAVE MOD.	WNDS PER HIT
MORTAR	16"	36"	1" radius	6	-2	D4

MODELS PER UNIT: 1-4

POINTS PER UNIT: 35

WEAPONS: HAND WEAPONS

ARMOUR: HEAVY ARMOUR

CHAOS ATTRIBUTES: D4-3

BASE SIZE: 20x20mm

CREW: 2 CHAOS DWARFS

Chaos Dwarfs have kept the ingenuity of their forefathers. Skilled and crafty weaponsmiths, they turn their hands to the building of many new methods of killing and destruction in their service to the Blood God.

0-4 CHAOS DWARF BAZUKAS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	4	4	1	2	1	9	7	9	9

	RANGE	TEMPLATE	STR	SAVE MOD.	WNDS PER HIT
BAZUKA	36"	1" radius	5	-3	D3

MODELS PER UNIT: 1-4

POINTS PER UNIT: 65

CREW: 2 CHAOS DWARFS

WEAPONS: HAND WEAPONS

ARMOUR: LIGHT ARMOUR

CHAOS ATTRIBUTES: D4-3

BASE SIZE: 20x20mm

OPTIONS
CREW MAY HAVE:
HEAVY ARMOUR.....2

Crewing this fearsome and arcane weapon is an act of supreme devotion to the Blood God - if an enemy's blood is not sent to Khorne, then surely the crews' own gore will prove an adequate sacrifice!

ARMIES OF SLAANESH

Gibbering with glee the pack runs ahead, straining to reach the fray, hungry for the joy of combat. Their long-snouted handler, a sinuous tongue flicking the air before him, whips his charges into a frenzy of expectation. His ecstatic battle-hymn is sibilantly echoed by the jagged cleaver he wields, their deathly rapture ringing from the hillsides. Revelling in a sweet mixture of fear and brazen frenzy, he urges his pack to the kill. Soon the lustrous pastel shades of his silken garments will run with blood, and the insane gratification of death will be his.

A Slaaneshi army, to express its joy at representing the Lord of Pleasure in battle, always fields its rank and file units in multiples of six. Six, the number of Slaanesh, is the minimum size for a unit. Larger units must be multiples of this basic size (eg 12, 18, 24 and so forth). Champions of Chaos acting as leaders are additional to this number. Units that are not taken from the rank and file (eg allies and mercenaries) and warbands need not follow this requirement.

ALLIES

An army of Slaanesh may spend up to one quarter of its total points allowance on allies. These should be chosen from the lists in **The Lost and the Damned** and **Warhammer Armies**. The following types of allies may be chosen:

Allies of Nurgle *or* Tzeentch

Dark Elf Allies	**Chaos Allies***
Skaven Allies	**Undead Allies**

* Chaos Allies cost up to half of the army's total points allowance.

A Slaaneshi army may choose to field allies of either Nurgle or Tzeentch, but not both together.

MERCENARIES

An army of Slaanesh may spend up to one quarter of its total points allowance on mercenaries. These should be chosen from the lists in **Warhammer Armies**. The following types of mercenaries may be hired:

Giant and Ogre Mercenaries
Half Orc Mercenaries
Hobgoblin Mercenaries

In what can pleasure be found? Why, anything! Let your imagination run unbound by petty convention. Revel in the acts brought by your knowledge of Slaanesh. Even in the sternest discipline of arms there is satisfaction. So are the Lord of Pleasure's armies brought to the field, willing and ready for the fray.

- The Hidden Tome of Slaanesh

0-24 CHAOS WARRIOR HORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIOR	–	6	6	4	3	2	6	2	9+2	9+2	10+3	10+3
WARHORSE	8	3	0	4	3	–	3	1	–	–	–	–
CHAOS STEED	8	4	0	4	4	2	4	2	5	5	5	7

Pausing only to disport themselves with the dead, the Chaos Warriors of Slaanesh urge their wicked mounts into the heart of battle.

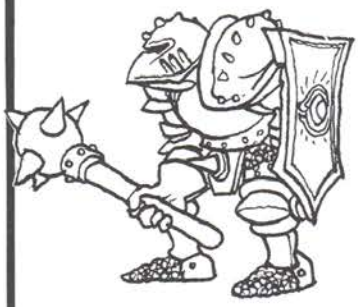
MODELS PER UNIT: 6
POINTS PER UNIT: 490
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
BASE SIZE: 25x50mm
CHAOS ATTRIBUTES:
WARRIOR D6-3
CHAOS STEED D4

OPTIONS
COST PER 6 MODELS:
LANCES 12
HORSE BARDING 24
REPLACE WARHORSE WITH CHAOS STEEDS 160

ANY UNIT MAY HAVE:
MAGIC STANDARD 50
MAGIC INSTRUMENT 25

0-30 CHAOS WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIOR	4	6	6	4	3	2	6	2	9+2	9+2	10+3	10+3



Those who have entirely given themselves to the service of Slaanesh are granted the status of Chaos Warrior. For all their apparent sensuous enjoyment of battle, they are dangerous foes.

MODELS PER UNIT: 6
POINTS PER UNIT: 450
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
BASE SIZE: 25x25mm
CHAOS ATTRIBUTES: D6-3

OPTIONS
COST PER 6 MODELS:
ADDITIONAL HAND WEAPONS ... 1
DOUBLE-HANDED WEAPONS 2
HALBERDS 2

ANY UNIT MAY HAVE:
A MAGIC STANDARD 50
A MAGIC INSTRUMENT 25

0-30 CHAOS MARAUDER HORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARAUDER	–	5	5	3	3	2	5	2	8+1	8+1	9+2	9+2
WARHORSE	8	3	0	4	3	–	3	1	–	–	–	–

Chaos Marauders seek to prove themselves worthy of Slaanesh's rewards. In the ecstasy of battle lies their best hope of pleasing Slaanesh.

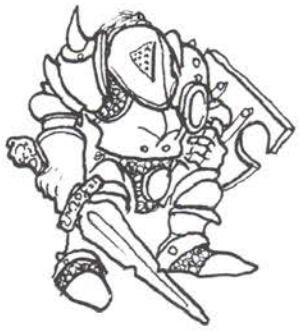
MODELS PER UNIT: 6
POINTS PER UNIT: 275
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
BASE SIZE: 25x50mm
CHAOS ATTRIBUTES: D6-4

OPTIONS
COST PER 6 MODELS:
LANCES 12
WARHORSE BARDING 24

ANY UNIT MAY HAVE:
A MAGIC STANDARD 50
A MAGIC INSTRUMENT 25

0-36 CHAOS MARAUDERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARAUDER	4	5	5	3	3	2	5	2	8+1	8+1	9+2	9+2



Less favoured than Chaos Warriors, Slaanesh's Maruaders seek to outdo each other with their acts of sadistic barbarity. In battle they find true enjoyment, delighting in the pains of their enemies.

MODELS PER UNIT: 6
POINTS PER UNIT: 240
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
BASE SIZE: 25x25mm
CHAOS ATTRIBUTES: D6-4

OPTIONS
COST PER 6 MODELS:
ADDITIONAL HAND WEAPONS ... 6
DOUBLE-HANDED WEAPONS 12
HALBERDS 12
BOWS 12
CROSSBOWS 18

ANY UNIT MAY HAVE:
A MAGIC STANDARD 50
A MAGIC INSTRUMENT 25

0-36 MOUNTED CHAOS THUGS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
THUG	8*	4	4	3	3	1	4	1	7	7	8+1	8+1

* INCLUDES MOVEMENT ALLOWANCE OF HORSE

Joyously vindictive, Chaos Thugs seek battle wherever it is offered. Only if they excel will their status improve in the eyes of Slaanesh.

MODELS PER UNIT: 6
POINTS PER UNIT: 100
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR
BASE SIZE: 25x50mm
CHAOS ATTRIBUTES: D6-5

OPTIONS
COST PER 6 MODELS:
SHIELDS 12
HEAVY ARMOUR 12
LANCES 12
SPEARS 6
2 PISTOLS 12

0-120 CHAOS THUGS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
THUG	4	4	4	3	3	1	4	1	7	7	8+1	8+1

Chaos Thugs are the meanest of Slaanesh's Human servants. They commit acts of the grossest kind, hoping that their actions are debased and pleasurable enough to merit a reward from Slaanesh.

MODELS PER UNIT: 6
POINTS PER UNIT: 55
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR
BASE SIZE: 25x25mm
CHAOS ATTRIBUTES: D6-5

OPTIONS
COST PER 6 MODELS:
SHIELDS 6
HEAVY ARMOUR 6
ADDITIONAL HAND WEAPONS ... 6
DOUBLE-HANDED WEAPONS 12
FLAILS 6
SPEARS 6
BOWS 12
LONG BOWS 18
THROWING AXES 6
2 PISTOLS 12

0-12 COLD ONE RIDERS

DARK ELF	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	–	5	4	3	3	1	6	1	8	9	9	8
COLD ONE	8	3	0	4	4	–	1	2	–	–	–	–

These Dark Elves ride fearsome Cold One mounts into battle, their greatest joy seeing a fallen enemy trampled by their lizard steeds.

MODELS PER UNIT: 6
POINTS PER UNIT: 210
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR & SHIELD
BASE SIZE: 25x50mm
CHAOS ATTRIBUTES: NONE

OPTIONS
COST PER 6 MODELS:
CROSSBOWS 36
LANCE 24
REPEATING CROSSBOWS 48

0-30 WITCH ELVES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DARK ELF	5	4	4	3	3	1	6	1	8	9	9	8

Wicked and heartless, possessed by a near-daemonic fury, Witch Elves are fiercely unforgiving opponents. Their warped lusts are only ever satisfied in the heat of battle. They are subject to frenzy.

MODELS PER UNIT: 6
POINTS PER UNIT: 60
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR
BASE SIZE: 20x20mm
CHAOS ATTRIBUTES: NONE

OPTIONS
COST PER 6 MODELS:
ADDITIONAL HAND WEAPONS ... 6
POISONED ATTACKS 18
CROSSBOWS 18

0-12 MOUNTED DARK ELVES

DARK ELF	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+2 SHOCK ELITE	–	5	4	3	3	1	7	1	8	9	9	8
WARHORSE	8	3	0	4	3	–	3	1	–	–	–	–

The Dark Elf cavalry regard themselves as masters of terror, rapine and plunder. With Slaanesh's armies, they perfect their skills.

MODELS PER UNIT: 6
POINTS PER UNIT: 200
WEAPONS: LANCE & HAND WEAPON
ARMOUR: LIGHT ARMOUR & SHIELD
BASE SIZE: 25x50mm
CHAOS ATTRIBUTES: NONE

OPTIONS
COST PER 6 MODELS:
CROSSBOWS 36
REPEATING CROSSBOWS 48
BARDING 48

ONE UNIT MAY HAVE:
MAGIC STANDARD 50
MAGIC INSTRUMENT 25

0-60 DARK ELVES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DARK ELF	5	4	4	3	3	1	6	1	8	9	9	8

Dark Elves have a sensuous love of battle and delight in cruelty for its own sake. Their perversity is easily harnessed by Slaanesh, and they relish the chance to savour war in Slaanesh's armies.

MODELS PER UNIT: 6
POINTS PER UNIT: 60
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR
BASE SIZE: 20x20mm
CHAOS ATTRIBUTES: NONE

OPTIONS
COST PER 6 MODELS:
SHIELDS 6
DOUBLE-HANDED WEAPONS ... 12
CROSSBOWS 18

The bliss of the knife's edge,
the crimson flash of triumph,
the relief of life,
the hallowed scream of victory:
all are the pain-that-is-pleasing.
All speak of loyalty to Slaanesh,
the Lord and darkling
master of our Company.

0-180 CHAOS BEASTMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	3	4	2	3	1	7	6	8+1	7

MODELS PER UNIT: 6
POINTS PER UNIT: 65
WEAPONS: HAND WEAPON
ARMOUR: NONE
BASE SIZE: 25x25mm
CHAOS ATTRIBUTES: D6-3

OPTIONS
COST PER 6 MODELS:
SHIELDS.....6
LIGHT ARMOUR.....12
ADDITIONAL HAND WEAPONS...6
DOUBLE-HANDED WEAPONS....12
FLAILS.....6
HALBERDS.....6
THROWING SPEARS.....6

Reduced to a fallen state by their own desires, the behaviour of Slaaneshi Beastmen on the battlefield is completely depraved. They are subject to hatred *of all mortal followers of Khorne.*

0-6 BEASTMASTERS

BEASTMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HANDLER	4	4	3	3	4	2	3	1	7	6	7	6
HOUND	6	4	0	4	4	2	4	2	6	4	6	6
SPAWN	HUMAN PROFILE WITH D6+6 CHAOS ATTRIBUTES											

CHAOS ATTRIBUTES:
BEASTMASTER.....D6-3
CHAOS HOUND.....D6-4
CHAOS SPAWN.....D6+6

POINTS PER UNIT:
WITH HOUNDS: 165
WITH SPAWN: 630

BASE SIZE:
BEASTMAN: 25x25mm
HOUND: 25x50mm

WEAPONS: HAND WEAPON

ARMOUR: NONE

MODELS PER UNIT:
2 BEASTMAN HANDLERS, EACH WITH 6 CHAOS HOUNDS OR 6 CHAOS SPAWN

OPTIONS
COST PER BEASTMAN HANDLER:
SHIELD.....1
LIGHT ARMOUR.....2

Slaanesh's Beastmasters hunt out innocence that can be corrupted and despoiled by the Lord of Pleasure's servants. A pack has 2 Handlers, each with 6 Chaos Hounds or Chaos Spawn (only one type of creature per pack).

0-36 MINOTAURS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MINOTAUR	6	4	3	4	4	3	3	2	9	5	7	6

MODELS PER UNIT: 6
POINTS PER UNIT: 240
WEAPONS: HAND WEAPON
ARMOUR: NONE
BASE SIZE: 40x40mm
CHAOS ATTRIBUTES: D6-4

OPTIONS
COST PER 6 MODELS:
LIGHT ARMOUR.....48
ADDITIONAL HAND WEAPONS..24
DOUBLE-HANDED WEAPONS....48

Slaaneshi Minotaurs find their pleasures in the destruction of others, delighting in the glory of victory. They are subject to hatred *of all mortal followers of Khorne, and to* frenzy *and* blood-greed.

0-36 CHAOS CENTAURS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CENTAUR	8	3	4	4	3	2	3	2	7	7	8+1	8+1

MODELS PER UNIT: 6
POINTS PER UNIT: 200
WEAPONS: HAND WEAPON
ARMOUR: NONE
BASE SIZE: 25x50mm
CHAOS ATTRIBUTES: D6-4

OPTIONS
COST PER 6 MODELS:
SHIELDS.....24
LIGHT ARMOUR.....48
LANCES.....48
ADDITIONAL HAND WEAPON...24
DOUBLE-HANDED WEAPONS....48
HALBERDS.....48
FLAILS.....24
BOWS.....48

ONE UNIT MAY HAVE:
MAGIC STANDARD.....50
MAGIC INSTRUMENT.....25

Slaaneshi Centaurs indulge their bestial lusts upon the battlefield, revelling in the dark joys and depravities of combat. No act that brings new pleasure is too debased for these warped creatures.

0-12 TROLLS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TROLL	6	3	1	5	4	3	1	3	4	4	6	6

MODELS PER UNIT: 1-6
POINTS PER MODEL: 65
WEAPONS: HAND WEAPON
ARMOUR: NONE
BASE SIZE: 40x40mm
CHAOS ATTRIBUTES: NONE

Trolls fight only for their own, small-minded reasons: the pleasure of violence and the prey it brings. In the service of Slaanesh they eagerly satisfy their many hungers. They are subject to stupidity.

0-1 SLAANESHI WAR ALTAR

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CULTIST	4	3	3	3	3	1	3	1	7	7	8+1	8+1

MODELS PER UNIT:
1 WAR ALTAR & 2 CHAOS CULTISTS

POINTS PER UNIT:
70

WEAPONS:
HAND WEAPONS

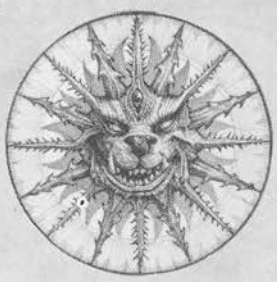
CHAOS ATTRIBUTES:
D6-4

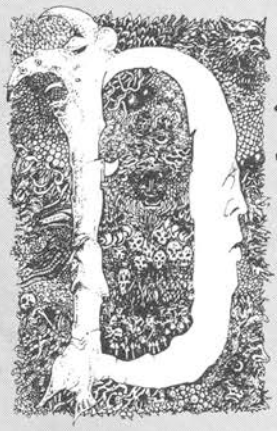
ARMOUR:
HEAVY ARMOUR

BASE SIZE:
CULTISTS: 25x25mm

OPTIONS
ADDITIONAL CHAOS CULTISTS (MAXIMUM 4).....10 EACH
WAGON OR CARRIAGE TO MOUNT WAR ALTAR.....50
MAGIC STANDARD TO ACCOMPANY WAR ALTAR.....100

The servants of Slaanesh lose no opportunity to sacrifice to their perverse Lord. Even on the battlefield, the rituals of pleasure cannot be ignored, and act as an inspiration for a Slaaneshi army.





DARK MILLENNIUM

Wherein is conducted an Examination of the most lamentable Extent of Chaos to be found in the Imperium of Man; a further Discussion of the Daemons, Mortals and sundry Creatures who worship, serve, follow and venerate the dark Powers of Chaos; and further to these Dissertations, a Description of those Few who oppose the Intentions, Plans and Works of Darkness.

"Khorne's faithful servant screamed the news of his victory to his master. Johann, once a man, was born anew in Daemon flesh.

"Vulnerable mortality, which had been his rightful inheritance, was cast aside. He was a servant of Khorne in all ways and truly an immortal creature of Chaos. He was filled with a Daemon's cunning and thirst for blood, a craving that has no mortal equal.

"Johann had ascended the pinnacle of darkness, and all his wildest dreams were within his grasp. Deathless, an eternity of blood and death stretched before him...

"And eternity had, in its turn, cast aside Lothar von Gottlieb, also once a man. Pains and pleasures of which he had never dreamed were now his for the taking. The pleasure of warm flesh, torn from its owner, and the pain of howling, filled with loss, at an indifferent sky.

"Lothar and Johann von Gottlieb. Regard them, in their fates. They craved power, glory, success and all that accompanies such - much as do other men. They were ambitious, and in this they matched their father. The way that they satisfied those ambitions is open for any who dare take it. You, perhaps..."

The old man looked at his audience. The young woman at the back shuffled her feet and stared at the floor.

"So my tale is complete."

The old man swilled the last of his wine round his glass. It was a deep, dark red in the light from the fire.

"And how, you may ask, do I know so much of Lothar and Johann von Gottlieb? Think of this: Lothar, the decadent and depraved fool, runs with the Spawn. And I? I tell tales to the unwary..."

The Tree of Souls

I walked across Khorne's Meadows, beneath the brazen sky. All about were fields of black flowers, each a shade trapped in death, each bloom a twisted face, each leaf a tiny skull, each stem a spine of tiny bones. Crimson-flecked flies sucked at the bloody nectar in the corrupt fields, and the air was filled with a stench of despair. The blooms of death nodded at my passing and whispered to one another. At my feet crimson worms and maggots gorged themselves on the lifeblood of Khorne's fallen. The distant shrieks of Daemons, cavorting and dancing around their borders and gardens of blood, reached my ears, blown across that dark meadow by a breeze made sweet with the smell of rotting meat.

And then I came to the Tree of Damned Shades.

Living souls had hung upon its branches and living souls had been buried among its roots long ago, in the winter of that bloody land. Twisted with pain and self-loathing, warped with loyalty to Chaos, the shades had made their pact of blood and now had their reward. Those same shades, now condemned for eternity and piteous in their grieving, gibbered regrets and fears and promises of gratitude from every branch and twig, save one whose defiant eye I met. I paused in the glare of that eye, and waited a while. The tree spoke in a voice of creaking and tearing wood, as if a thousand axes struck at its heartwood.

"By my broken faith, and darkened promises, a mortal walks here. For all those mortals who have tasted my fruits and drunk of my sweet blossoms, I will taste his nectar, drink of his blood. For once my roots eat of his flesh, he is mine, and what was his is mine. A body... A body... I will be free of this confinement. My loyalty true and clear, I will slay in Khorne's name. Blood beyond measure will I give to him. Oh, to be free of this wooden frame, that I could once more march to the beat of my heart..."

The tree lashed its branches about me, and I fled, for my fate lay not with those trapped and hideous souls...

Liber Malefic, The Book of Hated Khorne, Marius Hollseher

CHAOS AND WARPSPACE

Warpspace is a parallel reality to the space of the Imperium, a universe devoid of recognisable matter and life, with its own fluid laws of time and space. Warpspace is a random, unstructured dimension of energy and unfocused consciousness. It is Chaos, unfettered by the limits of matter and undirected by intelligent purpose. Warpspace is Chaos; Chaos is the stuff of warpspace. The two are indivisible. The warp is also an important factor in the survival of the human race. Spacecraft, capable of voyaging thousands of light years in a matter of days, travel across the warp. By such fragile means Humanity is bound together in a single Imperium, led by the Master of Man, the Emperor. The Emperor's will may be mighty, but his reach is long only because warpspace may be crossed by his fleets.

THE CHAOS POWERS

The raw warpstuff of Chaos is mindless and unthinking, but has a consciousness of its own. It is aware only in the crudest of ways, growing and evolving only through chance and random action. Within warpspace, the fabric of Chaos ebbs and flows, forming eddies and vortices of pressure and potential energy, concentrating power in relatively 'small' locales. These swirls and eddies, great warpstorms that can seal off huge tracts of warpspace (and real space - spacecraft are unable to navigate warp storms), are capable of unimaginable acts of creation and destruction. The storms are the Powers of Chaos, its lords and masters, formed of the endlessly fluid fabric of their universe. As their concentration within the warp changes, the Chaos Powers ebb and flow. At times a little of a Chaos Power's substance dissipates into the warp, at others a Power increases its strength, drawing more of the warp into itself.

Some warpstorms end quickly, having spent their fury in relentless turbulence that lasts moments or millennia. These are the lesser Powers of Chaos, eternal and ever-changing. They coalesce from the warp for a brief time, and are capable of existence for only a flicker of time. They waste their substance upon the warp, and dissolve once more into formless Chaos. While they hold together, the Powers achieve intelligence, personality and purpose. They can perceive the warp and their companion warpstorms. They can also see dimly beyond the warp into the real universe. Many never reach beyond this perceptive state, adrift in the flow of the warp. They run the course of all warpstorms, and then dissolve once more.

All Daemons are Falsehood. They are Lies, given the shape of creatures by the Power of Chaos. Fear the Daemons of Khorne for this reason and then fear them once more.

Other warpstorm Powers, the more formidable of their kind, however, achieve coherence of a different order, and they are able to manipulate the warp around themselves, holding the fabric of the warp in a pattern of their own choosing. Such Chaos Powers still wax and wane with the flow of the warp, but their core of intelligence and personality remains, protected by its own power. The great Powers of Chaos - Khorne, Slaanesh, Nurgle and Tzeentch - are beings of this magnitude.

The movements of the warp are difficult to plot or understand. A disturbance spreads through the formless Chaos of the warp void, like the ripples caused by a pebble dropped into a pond. The ghostly echoes of events long-gone, eddies and swirls of objects moving within the warp and the shifting of the Chaos Powers cause endless perturbations, which in turn fuel more disturbances - and so on, *ad infinitum*. The warp is a universe with endless echoes and echoes of echoes, the whole a ceaseless noise of power and movement.

These unstoppable waves of movement form and reform the Powers of Chaos. Their start may be a chance event: the passage of a spaceship through the warp, its wake spreading out into infinity; the comings and goings of creatures within the warp; or the doings of one of the Chaos Powers. There is undoubtedly another irritant which forms ripples in the warp: Mankind.

Humanity has long been able to use the power of the warp - magicians, seers, witches, mediums, shamans and exorcists have all used the warp, although they may have done so without true knowledge. Such abilities are a legacy of Man's close relationship with Chaos, a link that is growing in strength. Once 'the gift' of psychic power, witchcraft and magic was rare, confined to only a few hapless individuals who usually fell victim to superstitious prejudice. Now many Humans - psykers - have psionic powers, and each causes a pinprick of disturbance within the warp; each is the seed for a warpstorm; each can rouse a Chaos Power. The blaring of the Astronomican, the Imperial psychic beacon, is a constant pressure within the warp. The homing signal enables the ships of Humanity to navigate safely within the warp, but its transmissions echo across the warp, causing untold ripples and unpredictable flows.

And, within the teeming hordes of Man, there are are those who nurture the warp. They gather together in secret covens and cults to worship the Chaos Powers, weakening the barriers between reality and warpspace and setting in motion events and forces with horrific potential. Some know Chaos in its true form, but they are uncaring of the consequences. Power in the present is all that matters, the future can care for itself. Many cultists believe that they can mould the warp to their will and in this they are partly correct.

The warp Powers drink the emotions and thoughts of Mankind, growing bloated with power in the process. Over the millennia each has fed on an aspect of Man: its rage, lust, corruption, and inconstancy. As they have absorbed this power the Chaos Powers have gained human aspects: Khorne has become a being of bloody rage; Slaanesh has grown to be the Lord of Pleasure; foul Nurgle welcomes all that is decay; and Tzeentch revels in change and metamorphosis. Corrupted and moulded by the thoughts and feelings of reality, the warp Powers nurture more hatred or depravity in the hearts of Mankind. And so a circle is established - Man's follies feed the warp Powers, and the Powers encourage Man to further follies.

CHAOS DAEMONS

The Chaos Powers are not alone in warpspace. The Powers of Chaos are the stuff of the warp, puckered into coherent form by one means or another, but they are slaves to its currents. As a result, they have created servants - Chaos Daemons - who are not bound so closely to the warp. They are separate from the fabric of their universe, and do not flow and change with it.

Daemons are beings of a completely different order to their masters, and are the most numerous creatures in the warp. A Daemon is 'born' when a Chaos Power gives up a little of its accumulated power to create a separate being. This power binds a collection of senses, thoughts and purposes together, giving a personality and consciousness that moves within the warp. The Chaos Power can reclaim the power and independence it has given to its Daemon children at any time, thus ensuring their loyalty. It is only through the loss of this power that a Daemon can be 'killed'. Its mind dissolves into the whirls and currents of warp space. Slaying a Daemon's physical form only destroys its presence in reality; its warp power is untouched.

Daemons have no physical existence within the warp, but they project a form of some type. The bizarre and inhuman appearances projected by Daemons indicate their presence, status and allegiance to a Chaos Power. These insubstantial forms echo (or are echoed by) the physical shapes adopted by Daemons in real space, and the 'children' of a single Chaos Power often project similar, even identical, forms in the warp. Their herd instinct and common heritage of power lead them all to create and project similar forms. Their forms come to reflect the thoughts and feelings their Power feeds upon - the Daemons of Khorne, for example, have forms which are violent in the extreme.

The lesser Chaos Powers can also give birth to a Daemon. The ripples of warpspace create short lived and very minor Powers, some of whom invest all their energy in a single Daemon. They 'become' the Daemon, and gain independence from the warp's ceaseless currents, exchanging the potential of greater power for the certainty of maintaining their current energy. Such Daemons are crude, insensate beings and even by the measures of Chaos, they are fickle. Only the weakest Powers choose such an existence.

The final group within the warp are creatures who owe little or no loyalty to the Chaos Powers. Astral Spectres, Astral Hounds, Enslavers and the like exist within warpspace, but they are not creatures of Chaos. The danger they represent to Humanity is, however, in no way diminished.

THE IMPERIUM AND CHAOS

Warpspace has many strange properties, many of which are a mystery to the research theologians of the Adeptus Mechanicus and Adeptus Astra Telepathica.

A psyker can, for example, often feel the wake of an arriving spacecraft before the vessel has arrived. Other pressures and movements within the warp can be sensed, often before, during, or long after the events which caused them. Time in the warp appears to run at 'right angles' or in the 'wrong' direction to observers in real space.

This odd timeflow even allows some psykers to make predictions as to future events and cataclysms, although such omens are rarely clear cut. The Astronomican's constant signals, spacecraft in the warp, warpstorms, unexplained psychic echoes, creatures moving within the warp and the whirlpools of psychic misery that cloak some planetary systems contribute to the 'white noise' of warpspace.

PSYKERS AND THE WARP

Warp entities are a hideous threat to psykers, especially those who are unprotected by the Emperor's *soul-binding*. They are a gateway into reality for many strange and terrible creatures: Astral Hounds and Spectres, Enslavers and, most terrible of all, Chaos Daemons.

In the Chaos Wastes of the Warhammer World, Daemons exist as creatures as 'real' as any natural beasts. Their form is their own, drawn from the power of the warp and given solidity in the Chaos Wastes. The universe of the Imperium is, however, less attuned to the forces of Chaos than the Chaos Wastes and the Warhammer World. As a consequence, a Daemon cannot manifest a body of its own, but it can use an existing one. Daemonic possession is rightly feared by many psykers, for it is usually fatal. The psychic shock of sharing a body with an unknowably alien creature is sufficient to kill the strongest mind, absorbing its strength into the fabric of Chaos. Physical changes, which are often damaging and fatal in themselves, are also a mark of a Daemonic presence. Even if the psyker is a willing host, death and dissapation within Chaos is the final reward of possession.

And each time a psyker is taken, the barriers between reality and raw Chaos grow a little thinner. Humanity moves closer to its future...

COVENS AND CULTS

The Imperial Cult, the worship of the Emperor as the Master, Defender and Father of Mankind is administered by the Ecclesiarch and the Adeptus Ministorum. The Imperial Cult is more than a state religion, it is the entire state; it binds Humanity together in the service of the Emperor and the Imperium. Yet for some the Imperial Cult offers nothing, and they have turned to veneration of the 'Old Gods' of Chaos. For them, science has become its own superstition and Daemon worship is no stranger than the techno-theology of the Adeptus Mechanicus. It is often far more effective. As a result, Chaos covens are a widespread canker that sap the vitality of the Imperium, and one that the Inquisition roots out and destroys without mercy. All who even so much as know of the existence of Chaos are similarly cleansed. In his battle against Chaos, the Emperor has decided that secrecy is one of his greatest weapons. The fewer who know of Chaos, the fewer who can be tempted.

Even with the sternest measures, however, the covens grow in numbers. Every year the discovery of covens, outbreaks of 'wild' psychics and daemonic possession are commoner. These are symptoms of Man's metamorphosis into a new, psychic species. The fledging race may still be absorbed and destroyed by the forces of Chaos. Only the Emperor stands between Humanity and the fate that awaits an unguarded race of psychics.

Covens pierce the barriers between real space and the warp, allowing the energy of Chaos to enter real space. By worshipping Chaos, covens hasten the end of Humanity. Unless the species can evolve without interference it will fall, suffering the fate of the Eldar. The soul of Humanity will arise as a new Power of Chaos.

This is the purpose of the Chaos Powers in nurturing their coven followers. While seemingly indifferent, the Chaos Powers do hear and support those who serve them. Their power is manifested in real space to aid their followers. Their loyal servants, the Chaos Daemons, answer the calls of covens, spreading the taint of warpspace and Chaos and weakening reality in the process. Entire worlds can fall under the influence of Chaos through the coven activities. Mutation and deviance become the norm, and the world may be protected and isolated by a Power for years, even centuries. A warpstorm, centred about a coven-infested world, can seal off the system to all Imperial spacecraft. Worlds within the volume of real space adjacent to the storm are rotted from both without and within by Chaos. Planetary populations are poisoned by the psychic taint of the warp. Only when the storm dissapates or weakens is the full horror revealed to the universe: a world changed, mutated and twisted into myriad forms of mind and body, a reflection of one possible future, when Humanity has fallen and melded the warp and reality into one continuum.

Thought begets Heresy; Heresy begets Retribution.

THE FALL OF THE ELDAR

Long ago, before the rise of the Imperium or the emergence of Mankind into the galaxy, the Eldar had established a mighty civilisation that spanned many planetary systems. Their huge cityships and craftworlds, vast ornate palaces floating between star systems, traded new knowledge and goods. Learning, enlightenment and reason flourished, the Eldar enriched the galaxy and looked for new worlds to make their own and new challenges to meet.

One challenge they took up was the complete mastery of warpgate technology. The Eldar, adopted, refined and perfected the ancient Slann knowledge of the warp and its movements. They established a network of wormhole tunnels through warpspace, linking gates aboard their craftworlds, planets and smaller spaceships. It was possible for an Eldar to walk from one planet to another, across hundreds or thousands of light-years of real space. The warpgates bound the Eldar together as a single civilization, stretching across their space and, or so it was theorized, backwards and forwards in time. The Eldar, fearful of the consequences, never experimented with the temporal aspect of the warpgates.

Their studies did, however, bring them an understanding of the link between the warp and psychic power. In making this conceptual leap the Eldar also discovered the power of Chaos, in all its seductive glory. The Eldar, for all their apparent culture, had never encountered its like. Some turned from the warp with disgust when the corrupting nature of Chaos and its effects on reality became evident, but others responded with new vigour. The manifestations of Chaos - spread like wildfire through the Eldar, carried to further worlds by tainted individuals with access to the warpgates. In the space of a single generation, the Eldar paused in their quest for enlightenment and chose the darker path into the service of Chaos.

There were Eldar who were untouched by Chaos, and they retreated to the cityships and the larger craftworlds, where the more adventurous and vital members of the race had always lived. The insanity of Chaos had no foothold or appeal aboard the vast ships. The warpgates to the infected Eldar worlds were closed and locked. The cityships were absorbed into the larger craftworlds, and all drifted into the depths of space, lifeboats and seedpods for the Eldar race.

The planetary Eldar that remained sank wholeheartedly into the dark worship of the Chaos Powers. A racial madness had taken hold throughout Eldar space, an insanity that had only one end. In a mindless psychic orgy every Eldar planet perished in a single night. The death screams of the Eldar echoed across the warp, and coalesced into a single, mighty shout. On every planet Eldar corpses twitched in the mindless dance of Chaos and crumbled to dust.

The dead Eldar, however, were not gone. Their spirits had merged with the warp and merged in a horrifying manner. Their death-shout became a howl of joy and release. Slaanesh, the Lord of Pleasure, master of unbridled depravity, was born from the dark side of the Eldar nature. The psychic pain of the Eldar's racial death and Slaanesh's birth convulsed the warp; the warpstorms around Earth were blown away, and the warp rippled into new patterns.

The last of the Eldar drifted into the long night between the stars. The racial memory of their former glory and nobility sustained them, while the downfall of the race filled them with self-disgust and bitterness. The Eldar had come face-to-face with their darkest desires and had been found wanting.

For the Eldar, Mankind is a reminder of what happened long ago. Humanity is treading the same path towards the darkness of Chaos, a crude mirror of the Eldar's own disgrace. The Eldar have grown since, accepting and holding in check the Chaos that lurks within their hearts, a delicate balancing act that they have at last mastered.

Mankind rushes towards the fate of the Eldar, but without the ability to preserve itself in any form. All the signs are there to be read: Humanity's moral leprosy of Chaos worship, its rising number of emergent psykers, its lust for universal power, and its fragile, failing Emperor.

THE BLACK LIBRARY

Much of the Eldar's ancient knowledge and culture was lost during the flight from Chaos. The craftworlds became the sole repository of Eldar wisdom, and this fragmented as the Eldar nations drifted apart. Craftworlds were lost over the millennia, and Eldar knowledge vanished with them.

A single source of Eldar knowledge has remained untouched and inviolate since their Fall. Aboard a single, dark craftworld, far beyond the boundaries of the Imperium, is the Black Library of Chaos. Here are collected all the tomes, books and codices describing the Eldar studies of the warp. The forbidden lore of the Black Library describes the blandishments, influences, forms, creatures, perils, promises and horrors of Chaos. Enclosed within a nearly impenetrable psychic barrier, the Black Library is watched and maintained by its Guardian-Scribes; they collate and transcribe the knowledge of the Library, a task that they have carried out since the Fall of the Eldar. They also maintain a hawk-like watch over their charges, the books; these are dreadful repositories of secret powers and must be monitored at all times.

The existence of the Library is known to only a few of the Eldar, and entry within its walls allowed to even fewer individuals. The Library's 'mind' defends itself against the weak who would misuse its knowledge by refusing entry to all except those who have acknowledged and tempered the Chaos within themselves. The immature, who are still vulnerable to the promises and seductions of Chaos, find that they are unable to pass through its gateway. As a result few have seen within the Library or read any of its books. Only two groups come and go at will: the Human Illuminati and the Solitaires of the Eldar Harlequins.

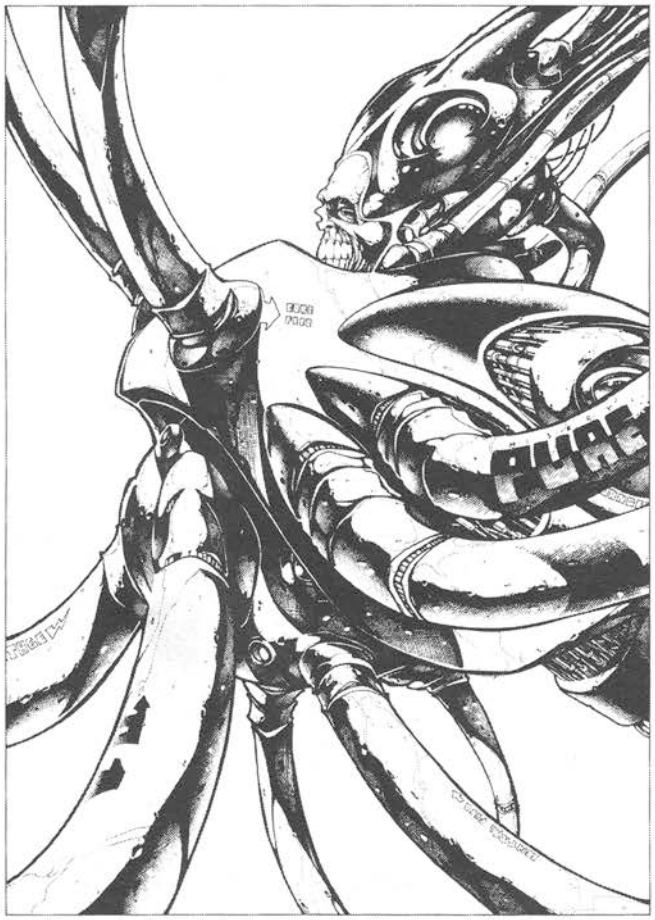
ILLUMINATI AND THE EMPEROR

The Emperor is the shield and saviour of Humanity. He has sat, held immobile, within the Golden Throne for ten thousand years, sustained by the sacrifice of countless millions. His mind is the Astronomican-beacon for spacecraft; his will binds the Imperium together and guides his followers through the Emperor's Tarot; he is god and father to his race. He has sacrificed himself, giving up his endless life in the service of Man. His will is devoted to the protection of Humanity from itself, and to nurturing the race until the dangerous transition to a psychic species has been completed.

And the Emperor's power is weakening. His mind, so long the bastion of Humanity against the horrors of the warp, is failing. His once-indivisible will is fragmenting; parts of his psyche are at war; independent thoughts and feelings arise within his mind, emerging from the whirls and splits of his age-old personality. Evils which he rejected millennia ago return to haunt the Emperor in quieter moments.

His conscious mind is still in control but, year by year, his dreams and visions of the warp grow a little clearer. The seduction of Chaos, a surrender of rest and ease, is a little stronger each century. The good intentions have been soured by the practicalities of Imperial power; guilt and shame for past decisions grows over the centuries. And Mankind remains as stubborn as ever and turns to Chaos, despite the best efforts of the Emperor and his servants.

Beyond all else, the Emperor can see the peril that is coming. There will be a time when he has deteriorated to such a point that he can no longer continue, even sustained by the power of a million psykers. His mind will break completely and his self-imposed task as Humanity's guide will have been in vain. The emerging race of Psychic Man will fall to Chaos.



THE ILLUMINATI

The Emperor's forebodings are shared. Others know of the end of the Emperor and Mankind, of the terrors that lurk in warpspace, waiting for the moment of Man's weakness: these are the Illuminati. They have seen the nature of Chaos at first hand. The Illuminati are marked by a single common experience: they have been possessed by Daemons.

Daemons need physical bodies in real space, and these are provided by hosts - or more often victims. The host usually dies in mental and physical agony, but under certain circumstances escape has proven possible. By a fluke or sheer force of will, a victim manages to cast out the Daemon within and take control of his own body once more.

The Illuminati know of Chaos - the seductive charms, the easy lure of power - and they have seen its dark underside: the suffering, mutation and madness that are its true gifts. They have had the most intimate of contact with Chaos: sharing a mind with one of its servants.

To many, the Illuminati are mad, scarred and twisted by their experiences, brought to a level of bitter cynicism that has no equal. The Illuminati, however, see themselves in a different light. They have become the ultimate realists, aware of the terrible nature of the universe they inhabit. They have survived Chaos, and achieved a balance that eluded the Eldar. They have mastered the Chaos within themselves and now oppose Chaos in the broader universe.

As a result, the Illuminati are some of the few allowed access to the Black Library of the Eldar. The knowledge they gain from their researches is jealously guarded. The Illuminati have become the most secret of secret societies, standing above and beyond the Emperor. They manipulate and interpret the Imperial Will to bring about their objectives. They are close-mouthed to such degree that an Inquisitor-Illuminati would torture a brother Illuminati to death to preserve their shared secret - and that brother would go willing to his death in such circumstances. For the Illuminati, the ends - the preservation of Mankind - justify any means, up to and including the destruction of the Emperor and the Imperium.

The Illuminati know of the fall of the Eldar, and seek to prevent the same happening to Mankind. They know that if the rise of Chaos overtakes Humanity's maturity as a psychic species the universe will be at an end. The fall of the Eldar rocked warpspace and reality; real space and the warp were momentarily bent out of shape by the Eldar-Slaanesh union. The fall of such a numerous, vigorous race as Man could bring about the complete merging of the two dimensions. In such a new, radically altered warp-reality, Chaos would be in the ascendancy. Mankind would perish, and a new warp Power would arise.

This is the future that the Illuminati seek to thwart, and in doing this they mean to rejuvenate the Emperor.

The Daemonic leads to two crimes. You turn from the path of righteousness. And you abandon the Emperor as the object of your devotion. For the first, death is merely a just retribution. The second is a heresy so terrible that no punishment can be sufficient. Yet the search for an appropriate penalty continues, and it shall be found.

- Malleus Daemonicus, The Declaration of Ecclessiarch Issus XLVII

ILLUMINATI, THE EMPEROR AND SENSEI

Before the Imperium was established and long before he was confined to his life-support throne, the Emperor lived in hiding among ordinary Men. During his life he fathered many families, while always taking care to vanish and start afresh whenever possible.

The Emperor's sons, however, proved to have unique powers all of their own. They too are immortal, but while their father is Mankind's most powerful psyker, they are the exact opposite. They are psychic blanks, who cannot be seen or sensed by psykers. As a result, they are safe from the mental interference of warp entities, and they have the power to channel and use warp energy directly. The Emperor's sons are also stronger, tougher and faster than the rest of Humanity, in many ways the genetic counterparts of the Marines of the Legiones Astartes. They are, however, infertile; the Emperor has no further descendants.

Over the millennia, the Sensei (as the Emperor's offspring term themselves) have become adept at hiding within the massed ranks of Humanity. Ignorant of their origins and their true heritage, they have been persecuted and vilified as 'witches' and 'devils' by normal Humans. Their only crime has been to not grow old. Their invisibility to psykers has helped them to hide in the faceless masses of Mankind. In the 41st Millennium few outside the Illuminati and the Inquisition are aware of their existence other than as folk tales of the 'Captain Eternal' or the 'Wandering Inquisitor'.

Even a Sensei may not be aware of his true nature until he meets another of his kind. He is simply a man who does not age. Only when he meets, or is drawn to, another Sensei does the truth emerge. The new Sensei is taught that he has other abilities: the power to tap warpspace and channel the energy gained into combat; the power to sense Daemons and feel disturbances in the flow of the warp; the power to remain hidden from any psychic. Once trained the new Sensei is inducted into the 'Brotherhood', and burdened with the knowledge of his fate: to battle against Chaos. They gather followers and await the final, terrible battle with the forces of Chaos. Most take this as the price of their powers, a few defy their brother Sensei and flee to Chaos becoming Grey Sensei, among the cruellest servants of darkness.

The Emperor and the Sensei do not know of their relationship. He cannot 'see' something that does not exist to his psychic senses, and the Sensei have no reason to believe that they are related to the Emperor. As a result the Inquisition hunt Sensei down as dangerous mutants, probably in league with the forces of Chaos.

The Illuminati have an altogether different interest in the Sensei. Mankind will fall unless the Emperor is renewed; therefore the Illuminati are manipulating events to a point where this can happen. The Illuminati, their own existence carefully shrouded in mystery, have sought out and protected the Sensei, even helping the Sensei establish their secret 'Long Watch' of Sensei Knights who will fight in the 'last battle against Chaos'.

The Sensei, however, have been duped. There is to be no Armageddon, no Ragnarok, no last battle fought against the forces of Chaos. At the moment the Emperor's will breaks, the Illuminati will offer up the remaining Sensei in a sacrifice to the Golden Throne of Earth. The Emperor and the Sensei will be united, in just the same manner as the Emperor has absorbed countless psykers. The new, evolved Sensei-Emperor, father and sons, will arise to protect and lead Mankind. Such is the plan of the Illuminati.

The Emperor must never learn of the Illuminati's existence or plans, for pre-knowledge could easily result in his premature abdication of power. If Humanity is to be saved by the Illuminati scheme, the Emperor may see no reason to continue. Likewise, the Sensei, unaware of their heritage and destiny, must never learn the truth, or they may be unwilling to meet their appointed fate.

And while the Illuminati plan, plot and manipulate, covens grow in number and strength, and the Imperial Inquisition is forced to extreme methods to hold the line against Chaos.

DAEMONS IN WARHAMMER 40,000

Chaos, in its many forms, suffuses the world of *Warhammer Fantasy Battle* and *Warhammer Fantasy Roleplay*. The collapse of the Slann warpgates allowed the first infection of Chaos, and in subsequent years the contamination has grown worse. The Chaos Wastes are an extreme example of its power: a place where the barriers between the warp and reality are weakened to the point that gods and Daemons can walk the land. Even where the power of Chaos is not so obviously displayed, its influence is still felt. The followers of Chaos venerate the dark Powers, and mutation in mind and body is widespread.

The universe of **Warhammer 40,000** is also marked by Chaos, but its effects are of a different order. The power of Chaos is neither weaker nor stronger, but its influence is changed by the altered relationship between reality and the warp. The two are separate in **Warhammer 40,000**, not intermixed as in the world of **Warhammer Fantasy Battle**.

This separation of reality and the raw power of Chaos works changes in the powers of all Chaos servants, even those as powerful as Chaos Daemons. The powers of mortal followers in the Imperium are also different to those on the Warhammer World.

RITUALS

In the **Warhammer 40,000** universe, Daemons in real space have no forms of their own. They are creatures of the warp without physical existence, created from the energy of a Chaos Power. Within warp space a Daemon has no need of a physical body, but in the real universe a host body, a mortal, is required.

Daemons can manifest themselves in the minds of unprotected psykers, who inadvertantly draw on the warp when using their powers. More commonly, however, Daemons are brought into real space by hidden covens of Chaos-worshippers who use ancient and arcane rituals to open a gateway into reality. Such rituals must be carefully prepared, are time-consuming and dangerous, demand the services of many participants and often require a live sacrifice. A host, willing or unwilling, for the Daemon is also needed.

The conditions attached to rituals limit their use to organized groups of Chaos followers: covens, Chaos Renegades and the exiled Space Marines of the Traitor Legions. However, such rituals are the only method of using the power of Chaos manifested in Daemons. There is no body of knowledge which has greater effect, nor are there 'daemonic psi-abilities', the equivalent of daemonic summoning magic in the Warhammer World.

SUMMONING AND POSSESSION

The ritual used by a coven of Chaos worshippers controls the nature of a Daemon's presence in real space. The power, abilities and 'hold on reality' of a Daemon can take one of two forms, depending on the ritual used.

Summoned Daemons can only exist in real space for a limited period of time. Much of a Daemon's substance is brought into real space and confined within a mortal body. The host body is hideously distorted by this process, as the Daemon moulds its borrowed body

to a shape that matches its warp form. The Daemon has free use of its new body for the short time it remains in real space before the stresses and strains of *instability* take their toll. The mortal who acts as a host for a summoned Daemon dies in physical and mental agony during the ritual.

Summoned Daemons are the classic manifestation of wickedness: bizarre, otherworldly creatures of horrific appearance, great evil and almost unlimited powers.

Possession by Daemons is a particularly insidious threat. A possessing Daemon has an unlimited tenure in a mortal host, as only a fragment of its power merges with the host. The mortal victim of possession is driven insane, although rarely killed outright by this process. Eventually the Daemon drives out its host's mind and controls every action of its new, mortal body. Such a Possessee may be completely unmarked by the Daemon lurking within.

Only the most powerful of hosts can ever hope to forge an alliance with a possessing Daemon. These strong-willed individuals, usually already committed to Chaos, cohabit with the Daemon, preserving themselves in a precarious corner of the possessed brain.

The abilities and weaknesses of the two categories of Daemon are explained in greater detail on the following pages.

DAEMONS ON THE TABLETOP

No daemonic summoning 'spells' are available for mortals in **Warhammer 40,000**. As a result all Summoned Daemons and Possessees are brought into the game by rituals which take place before the battle commences. Sufficient mortal hosts for all the Daemons required are assumed to exist.

Daemons may be purchased as troops by a player using part of his initial points allowance. They must be paid for in full. The number of Summoned Daemons and Possessees within a force, and the portion of the whole that they represent, cannot exceed the limits laid down in the appropriate army list.

INTRODUCING DAEMONS INTO GAMES

The appearance of Summoned Daemons and Possessees does not have to be limited to **Warhammer 40,000** battles involving Chaos followers. They can be used in other games as spoiling factors, forcing players to modify their plans in repsonse to a new threat.

Daemons should be introduced with care, as their weapon immunities and other powers can lead to a very unbalanced (and ultimately boring) game. The force opposing the Daemons must have access to appropriate weaponry, otherwise the player controlling the 'mortals' can hardly be expected to take an interest in the game. The Daemon player will also find that the game becomes boring when there is no element of risk.

Daemons can, however, add extra tension or uncertainty to any scenario. For example, a battle where every psyker is a possible arrival point for a Daemon is likely to be an unusual and interesting affair. Players may think that they are going to fight a simple engagement but with the first Daemon new problems become obvious. Should the two sides forget their temporary differences and unite against the greater, common enemy from the warp? Or is it possible to form an alliance with a Daemon?

A GM will prove particularly useful in a game that includes randomly-appearing Daemons. He can control the actions of Daemons within the game so that they are an equal threat to each side. Alternatively, control of the Daemons can be assigned to one of the players. Daemons that are bought as part of a force are, of course, under the control of the commanding player.

DAEMONS AND PSYKERS

Daemons enter real space mainly through ritual performed by mortal followers of Chaos. They are also capable of entering reality through the minds and bodies of unwary psykers. Latent psykers, those unprotected by the Emperor's soul-bonding, and the 'wild' psykers who appear throughout Humanity are all potential gateways into real space for Daemons.

The Inquisition has, over the years, attempted to contain and, where necessary, eliminate the threat posed by such unprotected minds. The Emperor has been sustained by the lesser psykers the Inquisition has rooted out, while the greatest have been pressed into the service of the Imperium. Millions have been sacrificed to the Emperor, thousands pressed into Administratum service, countless others drained to power the Astronomican, and still psykers appear unchecked throughout the Imperium. Constant monitoring of psykers by the Inquisition is the only practical policy.

Relatively speaking, daemonic intrusions into the psykers' minds are rare. The wickedness spread by Daemons is, however, out of all proportion to their small numbers. A single Daemon can destroy any number of unprepared and ill-equipped mortals in open combat or, more insidiously, create a coven of worshippers about itself, spreading the hidden evil of Chaos far and wide as its does so.

Psykers dominated by Daemons can form the basis of many interesting scenarios. A coven of Chaos worshippers can have a Possessee as its leader. An assault force commanded by an Inquisitor of the Ordo Malleus (see p246) pitted against such a coven can be an exciting contest, especially if the Inquisitorial forces don't have an accurate idea of what they are about to encounter.

Battles between covens loyal to different Chaos Powers can also be interesting affars. A sub-variety of this type of battle pits a force of pyskers, now all Possessees of hosts for Summoned Daemons, against the coven of a rival Chaos Power.

DAEMONIC INTRUSIONS

Intrusions by Daemons can be introduced into any battle where psykers are present. There is no pattern to their occurrence or frequency, although the presence of warpstorms and warpgates seems to have an effect.

Whenever psykers are involved in a battle roll a D100 and note the score. This is the distance (in millions of kilometres) to the nearest weakness in the boundaries of real space. Next, roll the D100 again: if this second roll is equal to, or less than, the first, the weakness of real space is open to exploitation by Daemons. There is a chance that, during the coming battle, one or more Daemons may be able to burst from the warp into real space.

On the first occasion that a psyker uses a psi-ability during a game make a *Daemon* test. A *Daemon* test is made for each psyker in the game, but only on the first occasion that a particular psyker uses his powers. Roll 2D6. If the result is 11 or less the psyker has been ignored by the creatures of the warp. If the result is a 12, a Daemon attempts to use the psyker as an entrance into real space. Roll a D10 to determine the Daemon's allegiance and then roll a D100 to determine the Daemon's type:

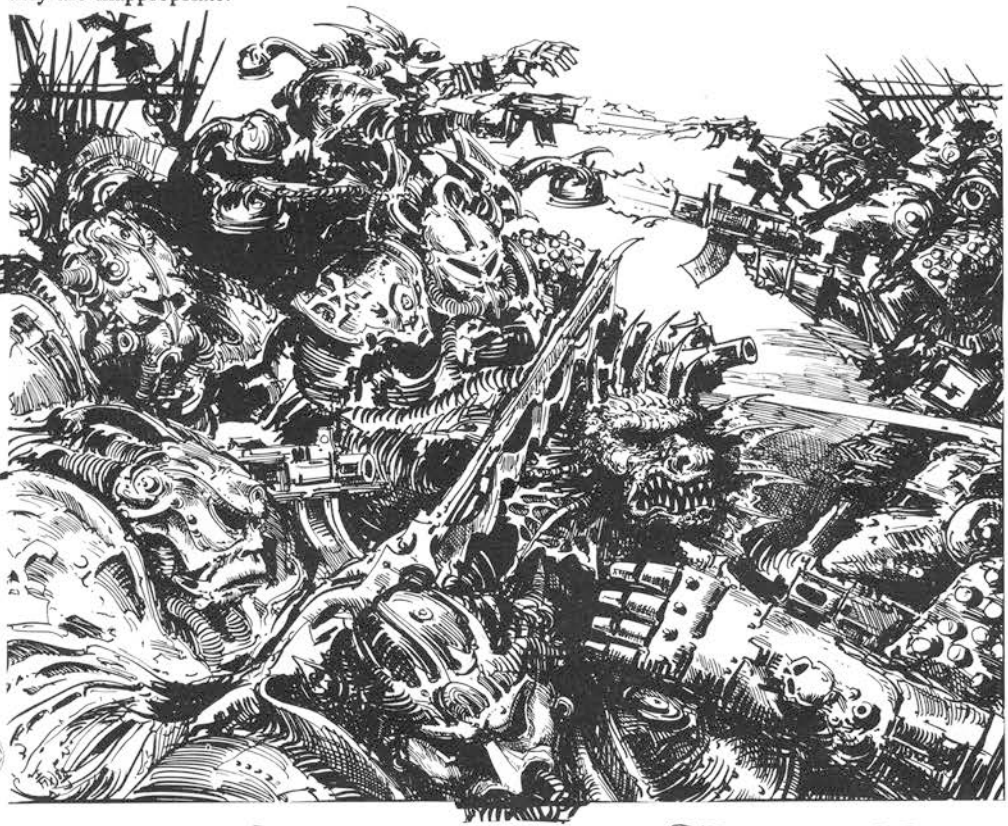
DAEMONIC INTRUSIONS TABLE

D10	1-2	3-4	5-6	7-8	9-10
D100 Summoned Daemon	KHORNE	SLAANESH	NURGLE	TZEENTCH	INDEPENDENT
01-10	Bloodthirster	Keeper of Secrets	Great Unclean One	Lord of Change	Greater Daemon
11-15	Daemon Prince	Daemon Prince	Daemon Prince	Daemon Prince	Daemon Prince
16-35	Bloodletter	Daemonette	Plague Bearer	Pink Horror	Lesser Daemon
36-45	Fleshhound	Fiend	Beast	Flamer	Daemonic Hound
46-50	Jugger	Mount of Slaanesh	Nurglings	Floating Disc	Daemonic Steed
Possession by					
51-83	Bloodthirster	Keeper of Secrets	Great Unclean One	Lord of Change	Greater Daemon
84-90	Daemon Prince	Daemon Prince	Daemon Prince	Daemon Prince	Daemon Prince
91-00	Bloodletter	Daemonette	Plague Bearer	Pink Horror	Lesser Daemon

The profile and details of Independent Daemons can be found in *Warhammer Fantasy Battle* p265. Daemonic Hounds and Daemonic Steeds are examples of Daemonic Servants (**WFB** p269).

The effects of *Summoned Daemons* (p222) and *Possession* (p226) are described elsewhere in this chapter. The Daemon always moves towards and attacks the nearest model, regardless of the host body's former allegiance.

Indiscriminate use of these rules can bring too great an element of luck into a game, reducing the tactical skill of players to a secondary role. Use your judgment when dealing with daemonic intrusions and feel free to ignore or reduce their occurrence in a battle if you decide they are inappropriate.



We are at War with forces too terrible to comprehend. We cannot afford mercy for any of its victims too weak to take the morally correct course. Mercy destroys us, it weakens us and saps our resolve. Put aside all such thoughts. They are not worthy of Inquisitors in the service of Our Emperor. Praise his Name, for in our resolve we only reflect his purpose of will.

- The Book of Exorcisms, The Verses of Inquisitor Enoch

TELEPORTER ACCIDENTS

As described in the **Warhammer 40,000** rule book (p125), teleporters are sensitive pieces of equipment. They tap into other universes when transmitting their cargoes, and it is all to easy for a teleporter beam to enter warpspace accidentally. When this happens a Daemon may infiltrate a teleported creature.

The arrival of a Daemon in the midst of a squad of invading troops can cause problems on the battlefield for both sides. Its arrival in a teleporter chamber aboard a starship can lead to a tense game. The survivors of one battle (who may have been forced to retreat by teleporter) have to fight through the cramped spaces of their ship against a new and horrific foe.

The following table may be substituted for the one given on **WH40K** p128 or, in games with a GM, an accident can be picked from the list and applied to a group of models.

D6 Accident Effect

1 The teleporter subjects are scattered through warpspace and emerge as small lumps of warp-infused protoplasm. On the battlefield these lumps automatically deviate from the nominated landing spot, and continue to arrive for the next D6 turns. Any model coming into contact with one of these lumps (by moving into contact with one, or by being beneath a lump when it materializes) must make a *fear* test.

2 The teleporter subjects are reconstituted as a single heaving mass of mismatched tissue, fused organs, and twisted limbs. The landing point of this creature on the battlefield deviates automatically from the nominated landing spot.

The creature dies on exposure to real space, but is so large that it constitutes an *obstacle* on the battlefield. Place a 2″ diameter piece of plasticene (or similar material) on the table top. This counts as *soft cover* and *difficult ground*.

3 The teleporter subjects are twisted and changed by their exposure to other universes. All their characteristics are reduced by one (to a minimum of one each).

4 The teleporter subjects become host bodies for Summoned Daemons (see p222). Roll a D4 and a D10 then consult the following table to determine the nature of the Summoned Daemons that appear. The result is applied to all the teleporter subjects.

D10	1-2	3-4	5-6	7-8	9-10
D8	**KHORNE**	**SLAANESH**	**NURGLE**	**TZEENTCH**	**INDEPENDENT**
1-4	Bloodthirster	Keeper of Secrets	Great Unclean One	Lord of Change	Greater Daemon
5	Daemon Prince	Daemon Prince	Daemon Prince	Daemon Prince	Daemon Prince
6-10	Bloodletter	Daemonette	Plague Bearer	Pink Horror	Lesser Daemon
11	Fleshhound	Fiend	Beast	Flamer	Daemonic Hound
12	Jugger	Mount of Slaanesh	Nurglings	Floating Disc	Daemonic Steed

The profiles and details of Independent Daemons can be found in *Warhammer Fantasy Battle* p265. Daemonic Hounds and Daemonic Steed are examples of Daemonic Servants (**WFB** p269).

On arrival in real space the Daemons attack the nearest models.

5-6 The teleporter subjects have been possessed by Daemons (see p226). For each model among the teleporter subjects roll a D10 and a D8 and consult the following table; for units of teleported troops, add +4 to the D8 roll and apply the result equally to each model in the unit:

D10	1-2	3-4	5-6	7-8	9-10
D10	**KHORNE**	**SLAANESH**	**NURGLE**	**TZEENTCH**	**INDEPENDENT**
1	Bloodthirsters	Keepers of Secrets	Great Unclean Ones	Lords of Change	Greater Daemons
2	Daemon Princes	Daemon Princes	Daemon Princes	Daemon Princes	Daemon Princes
3-7	Bloodletters	Daemonettes	Plague Bearers	Pink Horrors	Lesser Daemons
8-9	Fleshhounds	Fiends	Beasts	Flamers	Daemonic Hounds
0	Juggers	Mounts of Slaanesh	Nurglings	Floating Disc	Daemonic Steeds

The profiles and details of Independent Daemons can be found in *Warhammer Fantasy Battle* p265. Daemonic Hounds and Daemonic Steeds are examples of Daemonic Servants (**WFB** p269).

When a GM is available possession by Daemons can be kept secret. The GM can note down which models are now Possessees and allow their 'controlling' player to keep using them. At an appropriate (and dramatic) moment, the existence of the Daemons can be made known.

SUMMONED DAEMONS

In *Warhammer 40,000* Summoned Daemons are essentially the same creatures as their fantasy cousins. The individual descriptions, profiles and special rules given in *The Powers of Chaos* (p11) apply in full. However, the general Daemon rules from *The Powers of Chaos* are not used when fighting *Warhammer 40,000* battles.

The new rules given here for Summoned Daemons reflect the 'technological' explanation of Daemons and the daemonic in *WH40K* as well differences between game systems. It should also be noted that the rules presented here apply only to Summoned Daemons. The special rules for *Possession* by Daemons can be found on p226.

A Daemon has no existence in real space until it is given a body to occupy during a ritual. It is a creature of malign energy from the warp, insubstantial until given a mortal frame. Once it has a host body, a Daemon rapidly adapts it to a new shape. This is always a perverse echo of the Daemon's warp form, and identical to the physical shape that a Daemon adopts in the Chaos Wastes. This form is also a mark of its status and allegiance to its patron Chaos Power - a Bloodthirster (Greater Daemon of Khorne) or a Keeper of Secrets (Greater Daemon of Slaanesh) always has the same form, regardless of its location in time and space.

This warping is, however, always fatal for the original personality of the host. The host body twists and contorts out of all recognition, and its pain-wracked mind is destroyed by the unbearable mental and physical stress. The 'dead' body, now hideously deformed, is driven on by the implacable will of the Summoned Daemon.

The Daemon has many forms. You must know them all. You must tell the Daemon from his disguises and root him out from the hidden places. Trust no-one. Trust not even yourself. It is better to die in vain than to live an abomination.
The zealous martyr is praised for his valour: the craven and the unready are justly abhorred.

- The First Book of Indoctrinations

THE POWERS OF SUMMONED DAEMONS

In **Warhammer 40,000** Summoned Daemons are not subject to the restrictions and special rules already given for **Warhammer Fantasy Battle**. The rules in this section apply to all Summoned Greater and Lesser Daemons, Daemon Princes and Daemonic Servants. These do not apply to Possessees (see *Possession* p226).

1 Daemons are partially immune to the effects of many weapons, and the normal rules for weapon damage are not used.

Summoned Daemons suffer normal damage from:

psychic attacks;

force swords when used by psykers;

Sensei warp-based attacks (see **The Lost and The Damned**);

daemonic hand-to-hand attacks, including those of Possessees/possessing Daemons;

attacks made by other warp creatures;

psycannon and psyk-out weapons (see p250);

magical, Chaos and Daemon weapons.

When subjected to any other attack by a technological weapon the Daemon receives a +2 bonus to its *saving throw*. Any *save modifiers* of the weapon are ignored.

Daemons are entirely immune to non-technological weapons (eg swords, clubs, bows) except those of a magical nature, such as Chaos and Daemon Weapons.

2 Hand-to-hand attacks by Daemons ignore all armour (ie no *armour saving throws* are possible). Daemon attacks can cause damage to creatures which are otherwise immune to normal weapons and attacks.

3 Summoned Daemons are subject only to *fear* effects caused by a higher ranking Daemon or a deity. Summoned Daemons are sensitive to the presence of Daemons within Possessees and suffer all the normal *psychological* effects caused by such Daemons.

Greater Daemons and Daemon Princes only suffer *fear* when it is caused by a god.

Lesser Daemons only suffer *fear* effects caused by gods, Greater Daemons and Daemon Princes.

Daemonic Mounts and Hunting Beasts only suffer *fear* effects caused by gods, Greater Daemons, Daemon Princes and Lesser Daemons.

4 All Summoned Daemons are subject to *hatred* of psykers, Inquisitors, Sensei (except Grey Sensei) and users of force weapons. This *psychological* effect is in addition to any others applicable to an individual type of Daemon.

5 Summoned Daemons cause *fear* in living creatures. Greater Daemons and Daemon Princes cause *fear* +3; Lesser Daemons and Daemonic Servants cause *fear* +1.

Bonuses to *fear* effects should be added to the die roll (not to the *Cool* characteristic of the testing model), making success in the test harder to achieve.

6 Summoned Daemons may have the ability to cast spells, as listed in the relevant description and in *The Magic of Chaos*. Such Daemons may still cast spells in **Warhammer 40,000** rather than use psychic abilities.

Spells are always cast during the *psionics phase* of the Summoned Daemon's turn. The effects of spells in **Warhammer 40,000** are identical to those given in **Warhammer Fantasy Battle**. No *magic points* are expended by the Daemon.

7 Summoned Daemons receive *daemonic power points* as described in *The Magic of Chaos* (p75). These can be used augment and create *psychic saves* as well as *magic saving throws*. **Warhammer 40,000** games are assumed to take place on mortal battlefields unless noted otherwise.

As a result, only Summoned Daemons of Khorne can expend *daemonic power points* to create *psychic* or *magic saving throws*. This can be done only if the psi-ability or spell allows the target a save. Against other psychic effects Daemons of Khorne have no *saving throws*.

Summoned Daemons of Slaanesh are never entitled to *psychic saving throws* in **WH40K** battles.

8 Summoned Daemons have magical and Daemon Weapons in **Warhammer 40,000** games, as well as any magical items and Chaos Armour that they would normally use. These have their full effects as described in *The Magic of Chaos* (pp80-101).

9 Summoned Daemons may have wings and the ability to fly, in which case they have the following flight profile:

Minimum speed: 0″
Maximum speed: 32″
Acc/dec: 8″
Turning radius ratio: 1

10 Summoned Daemons may have up to their patron Chaos Power's associated number of Chaos attributes; eg a Daemon of Slaanesh may have up to six attributes. These are determined using the *Personal Attribute Table* in *The Mark of Chaos* (p113) and should be generated before the game.

You should agree the number of Chaos attributes to be used with your opponent. If no agreement can be reached, generate the number randomly up to the patron Chaos Power's associated number; eg Khornate Daemons roll for D8 attributes. A Summoned Daemon need not have any attributes at all, but once an attribute has been generated it must be applied whether it is favourable or not. Attributes may be retained or determined afresh on each appearance of the Daemon.

Only *personal* Chaos attributes are used in **Warhammer 40,000**. Dominant attributes are *not* applied to units. Personal attributes are generated for the whole unit and applied equally to each member. All the Daemons in the unit are assumed to have the same personal attributes. It is possible to generate personal attributes for each model in a unit. This adds considerably to both the game's paperwork and the time needed to play it.

SUMMONED DAEMONS IN REAL SPACE

The links between warpspace and real space ebb and flow with the tides of the warp. As a result a Daemon's existence in the alien (to it) environment of real space is unpredictable. The universe and the warp move in and out of phase and a Summoned Daemon may find that its powers change from one moment to the next.

Summoned Daemons may still have links to the warp, although these are in constant flux; the Daemon is subject to *instability.*

Roll a D6 for each unstable Daemon at the start of each turn. A single roll is made for each Daemonic unit and the result applied to equally to all the Lesser Daemons or Daemonic Servants in it.

On a result of 5 or 6, roll another D6 and consult the table below.

At the option of the player or GM (if any), battles that are fought between two Traitor Legions may not be subject to effects of *instability.* Most battles between opposing Traitor Legions take place within the Eye of Terror. Here the forces of Chaos are strong and there is less flux between the warp and real space.

POINTS VALUES

Summoned Daemons are purchased as part of a player's initial force, up to the limits set out in a particular army list. The points value of the Summoned Daemon is given in *The Powers of Chaos* (pp25-34); a Daemon Prince costs 810 points and is generated as a Champion of Chaos with nine rewards (see *'Instant' Daemon Princes* p65). The points cost of a Daemon must be paid in full.

DAEMONIC INSTABILITY TABLE

D6 Result

1-2 CONTROL LOSS

Greater Daemon or Daemon Prince:
The Daemon loses control of its host body. It cannot move, attack or cast spells during the turn, and it suffers one *Wound*. All attacks made this turn affect the Daemon normally, regardless of the weapon type.

Other Daemons:
The Daemons lose control of their host bodies and cannot move, attack or cast spells during the turn. The unit as a whole suffers one *Wound*, which may involve the removal of one model. All attacks made this turn affect the Daemons normally, regardless of the weapon type.

3 ABANDON HOST

Greater Daemon or Daemon Prince:
The Daemon draws back into the warp and abandons its host body. The host Daemon-corpse is not, however, completely dead! It stumbles towards the nearest model (friend or foe) and attacks in the next *combat phase*. The Daemon's mindless husk has a single *stomp* attack, **M3, WS3, S3, T3,** and **W1** and no special abilities. Living creatures in the unit the husk attacks are subject to *fear.*

Other Daemons:
One Daemon in the unit (the controlling player's choice) is drawn back into the warp - ie removed from the table. Its host body twitches and collapses.

4 ENTER REAL SPACE

Greater Daemon or Daemon Prince:
Real space and the warp move apart. The Daemon is forced to retreat into real space. It takes D6 *Wounds* in the process, and may be slain as a result. The Daemon permanently loses its immunity to weapon attacks - all future attacks against it are resolved normally, regardless of the weapon type.

Other Daemons:
Roll a D6. On a result of 3, 4, 5 or 6, one Daemon in the unit (the controlling player's choice) returns to the warp and is removed from the table. The Daemons permanently lose their immunity to weapon attacks.

5 WARP POWER

Greater Daemon or Daemon Prince:
The barriers around real space weaken, and the Daemon draws power from the warp. The Daemon gains D4 *Wounds* or D4 *Attacks* (the controlling player's choice). This bonus is lost whenever another roll is made on the *Daemonic Instability Table.*

Other Daemons:
Each model in the unit gains one *Wound* or *Attack* (controlling player's choice). This bonus is lost whenever another roll is made on the *Daemonic Instability Table.*

6 WARP INTRUSION

Greater Daemon or Daemon Prince:
The Daemon is invigorated by the dark power of the warp. During this turn attacks cause no damage to the Daemon while all the Daemon's attacks cause an additional *Wound.*

All living creatures with 12" of the Daemon must make a *Cool* test or become *confused* as images of Chaos and the warp flood their minds. Those who do not become confused must make a *fear*+2 test; failure indicates that the affected troops rout.

Other Daemons:
Real space convulses for an instant, and the unit is invigorated. During this turn attacks cause no damage to the unit while all the unit's attacks cause an additional *Wound.*

All living creatures with 12" of the unit must make a *Cool* test or become *confused* as images of Chaos and the warp flood their minds. Those who do not become confused must make a *fear*+2 test; failure indicates that the affected troops rout.

POSSESSION

Chaos in *Warhammer 40,000* comes in many forms. It taints and twists reality in strange, unfathomable patterns. In place of the obvious and gross warpings of the Chaos Wastes, the darkness of Chaos must take on new, subtler forms. Possession by Daemons is an insidious manifestation of Chaos: hidden, invisible, an enemy within.

Unlike a Summoned Daemon, who warps the external form of its host into a recognizably daemonic shape, possession leaves few external traces of its occurrence. Only a little of the Daemon's power from the warp is brought into reality; the Daemon therefore has no need to twist its host into a 'comfortable' form. Rather than show its presence in an obvious way, the Daemon watches and waits, poisoning the thoughts and wishes of its mortal allies and contacts. It merges with its host, an infection of the spirit that settles into the unused corners of the host's mind. The host body becomes a Possessee.

Initially a Daemon shares the mind and body of its host in the most intimate of manners, whether it has been brought into reality by a ritual or has occupied the unguarded mind of a neophyte psyker. At first, the changes brought about by possession are undetectable, being largely psychological and psychic. The Possessee often continues with a mortal life, twisted in the service of Chaos.

Occasionally, the host mind is strong enough to put up some resistance and prevent the Daemon from taking over completely. The mind of the mortal host retreats to a dark corner of the possessed brain, but it survives throughout the many changes its body undergoes, mute witness to the havoc wrought by the Daemon.

Usually however, even the most unwilling host can be broken by the horror of possession. The Daemon becomes sole ruler of the host body, as the original mortal mind is driven into insanity, destroyed or confined by the Daemon's stronger psyche. Once this has occurred the host is unimportant, and the body is truly that of the Daemon. However, the Daemon's presence may become visible. Lacking a body of its own, the Daemon may be unable to completely manage its new frame and physical changes begin to appear. Gradually, the body of the Possessee mutates, sprouting new appendages and twisting into a grim distortion of its former shape. This becomes a never-ending process, as the presence of the Daemon further contorts the host body - even with the strongest host it is only a matter of time until the Daemon is betrayed.

The Daemon is far from powerless if discovered. It may seek a new host, transferring its personality to a new, untainted mortal mind. Unable to cope with existence without the guidance of its possessing Daemon, the original host body convulses and dies during this transfer, while the new host body is overwhelmed by the invading psyche. The Daemon is then free to continue its Chaos-work, hidden once more within another's spirit.

Death is far from a guaranteed release from the manipulations of a possessing Daemon. A corpse can serve Chaos just as well as any other body, and a Daemon's will may prove strong enough to motivate a dead and deathless corpse for centuries. Eventually, however, even the strongest will cannot prevent a body crumbling to dust.

Possession was once nine-tenths of the lore. It is so even today, but we must blind ourselves to the tenth that remains and was once Human. Duty requires that we put aside such considerations and root out uncleanliness in thought and deed. There can be no other course of action. No-one can be adjudged innocent of compliance. Better to self destruct than acquiesce.

- The Book of Exorcisms,
The Verses of Inquisitor Enoch

THE PROCESS OF POSSESSION

Possessing Daemons enter real space as a result of rituals or through the unguarded minds of psykers. All this occurs before a battle. Possession by Daemons does not occur during a game. A Possessee (a possessed creature) is deployed on the tabletop in the same manner as any other model. Once a Daemon has possession of a body the original host no longer matters. The mortal body belongs to the Daemon to use as it sees fit.

Daemons always try to use the best possible hosts. For each character Possessee in a force roll a D8 and consult the following table to determine the type of Daemon in possession; for each unit of Possessees, add +4 to the D8 to determine the nature of the possessing Daemons:

POSSESSING DAEMON'S ALLEGIANCE

D8	KHORNE	SLAANESH	NURGLE	TZEENTCH	INDEPENDENT
1-4	Bloodthirster	Keeper of Secrets	Great Unclean One	Lord of Change	Greater Daemon
5	Daemon Prince	Daemon Prince	Daemon Prince	Daemon Prince	Daemon Prince
6-10	Bloodletter	Daemonette	Plague Bearer	Pink Horror	Lesser Daemon
11	Fleshhound	Fiend	Beast	Flamer	Daemonic Hound
12	Jugger	Mount of Slaanesh	Nurglings	Floating Disc	Daemonic Steed

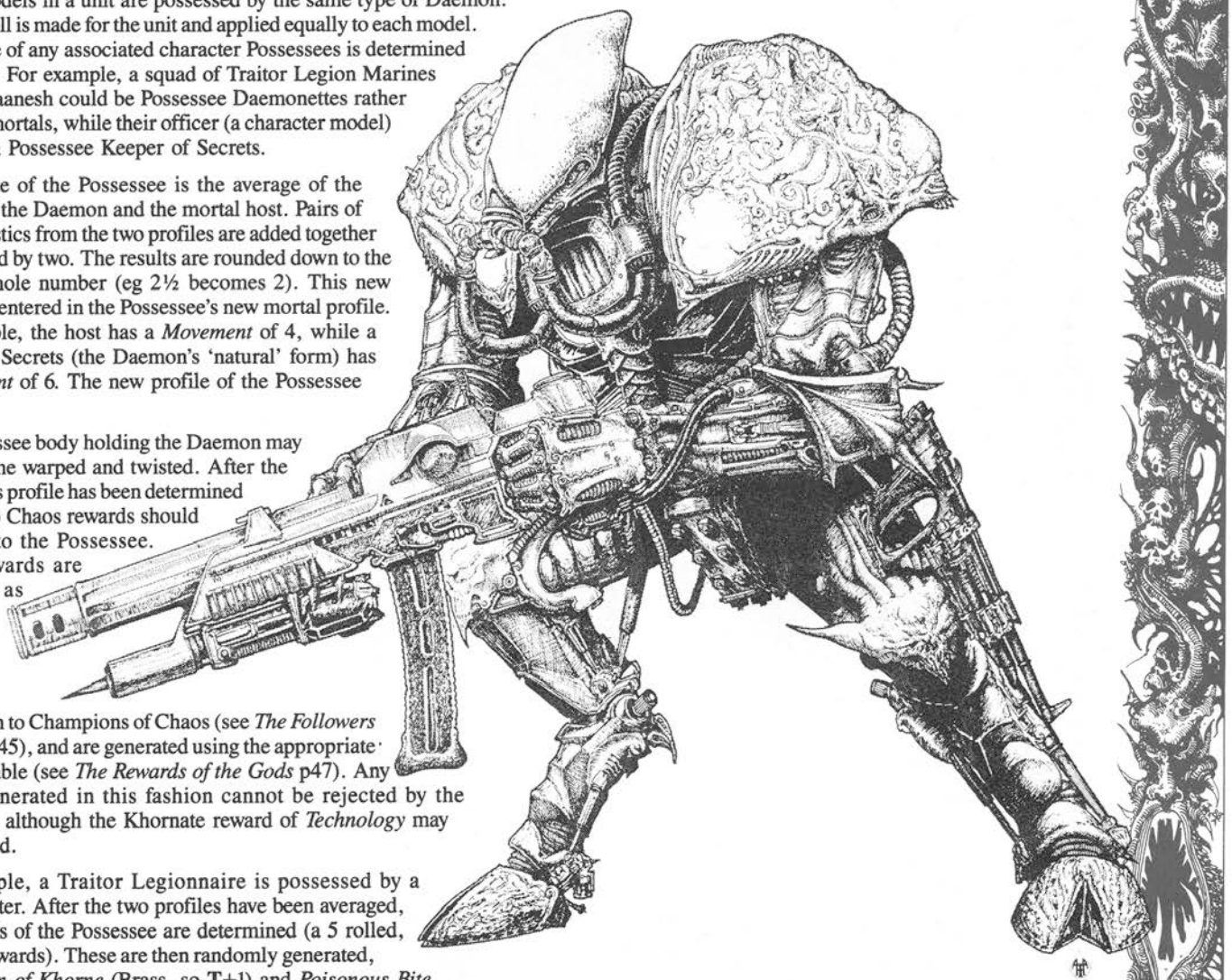
The profiles and details of Independent Daemons can be found in *Warhammer Fantasy Battle* p265. Daemonic Hounds and Daemonic Steeds are examples of Daemonic Servants (**WFB** p269).

Daemon Princes are, by their very nature, unpredictable creatures with almost infinitely variable profiles, abilities and powers. Each Daemon Prince needed as a possessing Daemon may be created using the systems presented in *The Followers of Chaos* (p35).

All the models in a unit are possessed by the same type of Daemon. A single roll is made for the unit and applied equally to each model. The nature of any associated character Possessees is determined separately. For example, a squad of Traitor Legion Marines loyal to Slaanesh could be Possessee Daemonettes rather than true mortals, while their officer (a character model) could be a Possessee Keeper of Secrets.

The profile of the Possessee is the average of the profiles of the Daemon and the mortal host. Pairs of characteristics from the two profiles are added together and divided by two. The results are rounded down to the nearest whole number (eg 2½ becomes 2). This new number is entered in the Possessee's new mortal profile. For example, the host has a *Movement* of 4, while a Keeper of Secrets (the Daemon's 'natural' form) has a *Movement* of 6. The new profile of the Possessee has **M**5.

The Possessee body holding the Daemon may also become warped and twisted. After the Possessee's profile has been determined 0-3 (D6-3) Chaos rewards should be given to the Possessee. These rewards are the same as those given to Champions of Chaos (see *The Followers of Chaos* p45), and are generated using the appropriate *Rewards* table (see *The Rewards of the Gods* p47). Any reward generated in this fashion cannot be rejected by the Possessee, although the Khornate reward of *Technology* may be re-rolled.



For example, a Traitor Legionnaire is possessed by a Bloodthirster. After the two profiles have been averaged, the rewards of the Possessee are determined (a 5 rolled, -3, for 2 rewards). These are then randomly generated, giving *Skin of Khorne* (Brass, so **T**+1) and *Poisonous Bite*.

Note that these rewards are not the same as the Chaos attributes that may be given to a Possessee. The Possessee's attributes are generated as agreed by the players, up to a maximum of twice the associated number of the patron Chaos Power (see *The Powers of Possessees* on p228).

THE POWERS OF POSSESSEES

Once a host body has been given to a possessing Daemon, it is in many ways a Daemon and its mortal origins cease to have any importance. The rules and restrictions listed in this section apply to all Possessees, but not to Summoned Daemons (see p222).

1 Possessees have limited immunity to some weapons and attacks. The Daemons within are unused to mortal bodies and can ignore pain and damage that would destroy normal creatures.

Possessees suffer normal damage from weapons and attacks listed below. These attacks also prevent the Daemon from regenerating any lost *Wounds* when 'dead' (see below):

psychic attacks;

force swords used by psykers;

Sensei warp-based attacks (see **The Lost and The Damned**);

all daemonic hand-to-hand attacks, including those of Possessees/possessing Daemons;

attacks made by other warp creatures;

psycannon and psyk-out weapons (see p250);

magical, Chaos and Daemon weapons.

Other attacks allow Possessees +1 to *armour saving throws*. This does not apply to field saves of any type.

2 A Possessee can regenerate damage, even when reduced to zero *Wounds*. When a Possessee is killed the model should be placed on its side, not removed from the table.

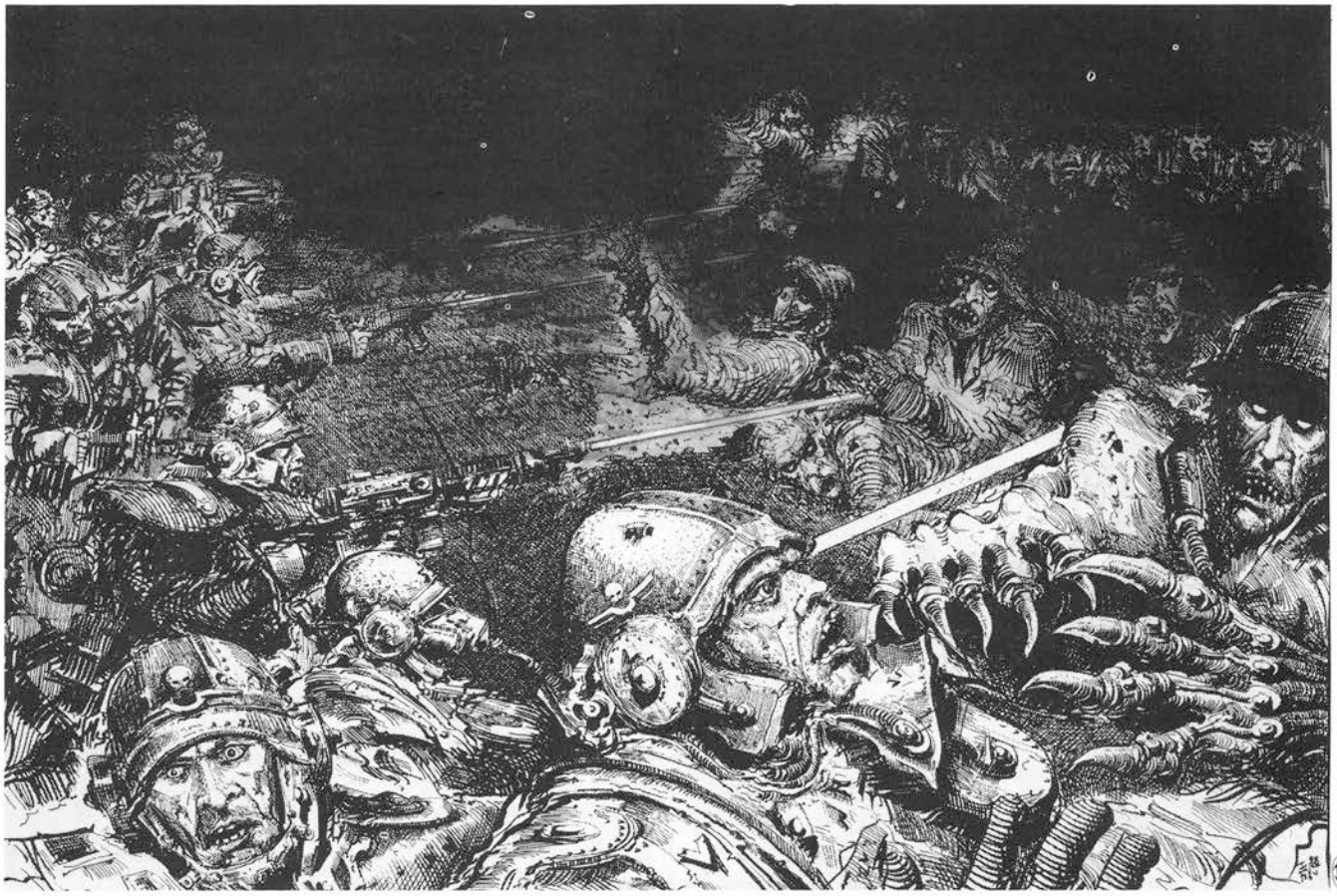
While a Possessee regenerates lost *Wounds* it may not move or perform any other action, including resting to recover *psi-points*; it is in a recovery trance. At the end of each turn spent regenerating make a *Will Power* test for the Possessee. If this is successful the Possessee recovers one *Wound*. This process may be continued until the Possessee has recovered all its lost *Wounds*.

Once the Possessee carries out any action its regeneration ceases. Its recovery trance has been broken and cannot be re-established. The Possessee may not regenerate again until it has been reduced to zero *Wounds* once more. The Possessee may not, for example, recover one *Wound*, find a quiet corner of the battlefield and then re-enter its trance.

If, however, a Possessee has been reduced to zero *Wounds* by one of the weapon or attack types listed above it is killed and removed from the table immediately. A Possessee may only regenerate if it has one or more *Wounds* remaining after an attack by such a weapon type.

3 A Possessee does not have the 'natural' physical attacks and special abilities associated with its daemonic form. For example, a Fiend of Slaanesh (see p33) loses its *musk* attack when possessing a mortal; Daemonettes (p31) do not have large crab-like claws or razor-edged tails, etc. However, a Possessee may have similar attacks due to any Chaos rewards or attributes it has received.

4 Hand-to-hand attacks by Possessees have a greater than average chance of penetrating armour. Opponents' *armour saving throws* are reduced by -1. They also cause damage to creatures which are otherwise immune to normal weapons and attacks.



5 Possessees are subject only to *fear* effects caused by a higher ranking Daemon or a deity. Possessing Daemons are always aware of the presence of other Possessees, whatever the nature of their actual appearance on the battlefield, and so suffer the appropriate *psychological* effects.

Greater Daemons and Daemon Princes within Possessees only suffer *fear* when it is caused by a god.

Lesser Daemon Possessees only suffer *fear* effects caused by gods, Greater Daemon and Daemon Princes.

Daemonic Mount and Hunting Beast Possessees only suffer *fear* effects caused by gods, Greater Daemons, Daemon Princes and Lesser Daemons.

6 Possessees are subject to *hatred* of Psykers, Inquisitors, Sensei (except Grey Sensei, see **The Lost and The Damned**) and users of force weapons. They are also subject to their host's *hatred*, *frenzy* and *confusion* if any. These *psychological* effects are in addition to any others normally applicable to the possessing Daemon.

7 A Possessee does not receive *daemonic power points*, regardless of the possessing Daemon. It uses the *psychic save* of its host body. However, it may not expend any *psi-points* (if any) of its host body to augment a *psychic save*.

8 A possessing Daemon may have the ability to cast spells, as listed in *The Powers of Chaos* and *The Magic of Chaos*. Such a Daemon may cast spells in **Warhammer 40,000** games. Any spell abilities of the host are lost.

Spells are cast during the *psionics phase* of the Possessee's turn. The effects of spells in **WH40K** games are identical to those given in **Warhammer Fantasy Battle**. No *magic points* are expended.

A Possessee's body retains any psychic abilities, *psi-points* and *psi-level* that it had before possession. The possessing Daemon may use these abilities in place of its own spells. Spells and psi-abilites may not be used on the same turn. *Psi-points* are expended and recovered in the normal manner by a Possessee, but can only be used for psi-abilities, not for *psychic saves*.

9 A Possessee may not fly unless its original host body could do so, in which case it uses the flying profile of the host rather than its daemonic flight abilities.

10 Unlike Summoned Daemons, Possessees are not subject to *instability*.

11 Possessees may have up to twice their patron Chaos Power's associated number of Chaos attributes; eg a Khornate Possessee may have up to 16 attributes. They are determined using the *Personal Attribute Table* in *The Mark of Chaos* (p113) and should be generated before the game.

You should agree the number of Chaos attributes to be used with your opponent. If no agreement can be reached, generate the number randomly up to twice the patron Chaos Power's associated number; eg Slaaneshi Daemons roll for 2D6 attributes. A Possessee need not have any attributes at all, but once an attribute has generated it must be applied whether it is favourable or not.

Only *personal* Chaos attributes are used in **Warhammer 40,000**. Dominant attributes are *not* applied to units. Personal attributes are generated for units and applied equally to each member of the unit. All the Possessees in a unit are assumed to have the same personal attributes. It is possible to generate personal attributes for each model in a unit, but this adds considerable complexity to the game in keeping track of individual squad members and their attributes.

POSSESSEES AND UNDEATH

A Possessee can 'live' beyond the natural death of its host body. The Daemon's power remains within the twisted corpse and motivates it as a ghoulish, skeletal figure that lasts for a year and a day before crumbling into dust. This fate is only reserved for those unfortunate Possessees who die without achieving the warped aims of their patron Chaos Power.

When a possessee dies, roll D100 and note the score. This represents the whim of his patron Chaos Power. Next, roll D100 again: if this second score is less than or equal to the first, the Possessee continues to serve Chaos beyond the grave.

This skeletal Possessee retains its daemonic abilities as listed above, but it loses any psionic powers that it possessed (its mortal brain has completely decayed). It gains the ability to cause *fear* in all living creatures.

All the characteristics of the Possessee's profile are reduced as it enters it state of 'undeath'. Roll a D6. On a result of 1, 2 or 3 the characteristics are reduced by one; on a result of 4 or 5 they are reduced by two and on a 6 they are reduced by three.

As a result of this characteristic loss, Possessees with 2 or fewer *Wounds* are unlikely to reach undeath. No Possessee may continue in undeath if it is reduced to zero *Wounds*. Undead Possessees with zero *Weapon Skill* or *Ballistic Skill* can no longer make attacks of the appropriate type. Those with zero *Attacks* can only be used to lead units or for their *fear* value.

Any Possessee can be treated as an 'undead' Possessee, at the option of the controlling player, providing no more than one third of the Possessees in a force are undead. The points value of a Possessee is not changed by its undeath.

POSSESSION AND CHAOS RENEGADES

Possessees may become Chaos Renegades. This is covered in detail in *Chaos Renegade Possessees* (p232).

POINTS VALUES

Possessees are purchased as troops by their controlling player using his initial points value allowance. The portion of a force that can be made up of Possessees is specified in the appropriate army lists.

The points value of a Possessee is the same as that of the possessing Daemon. Thus a Possessee controlled by a Keeper of Secrets has a value of 900 points, regardless of its final profile, rewards or attributes. The points values of possessing Daemons can be found in *The Powers of Chaos* (pp25-34) and in **The Lost and the Damned**, the companion volume of **Realm of Chaos**. The points value of possessing Daemon Princes is calculated normally (see *Points Values and Followers of Chaos* p63) - for an 'instant' nine-reward Daemon Prince the cost is 810 points (see *'Instant' Daemon Princes* p65).

The weak will always be led by the strong. Where the strong see purpose and act, the weak follow; where the strong cry out against fate, the weak bow their heads and succumb. There are many who are weak; and many are their temptations. Despise the weak for they shall flock to the call of the Daemon and the Renegade. Pity them not and scorn their cries of innocence - it is better that one hundred innocently fall before the wrath of the Emperor than one kneels before the Daemon.

- The First Book of Indoctrinations

CHAOS RENEGADES

Among all the mortal worshippers of Chaos, the Chaos Renegades are the most corrupted of all. They have turned to the service of the Dark Lords of the warp, are willing perform any deed, no matter how foul, and have dedicated mind and body to the Chaos Powers.

They are the Champions of Chaos of the *Warhammer 40,000* universe, and as doomed as any other Champion of Chaos. Like all who follow a Chaos Power, Renegades end as hideous Chaos Spawn, mutants too warped and twisted to live, or they are absorbed into the warp as Daemon Princes.

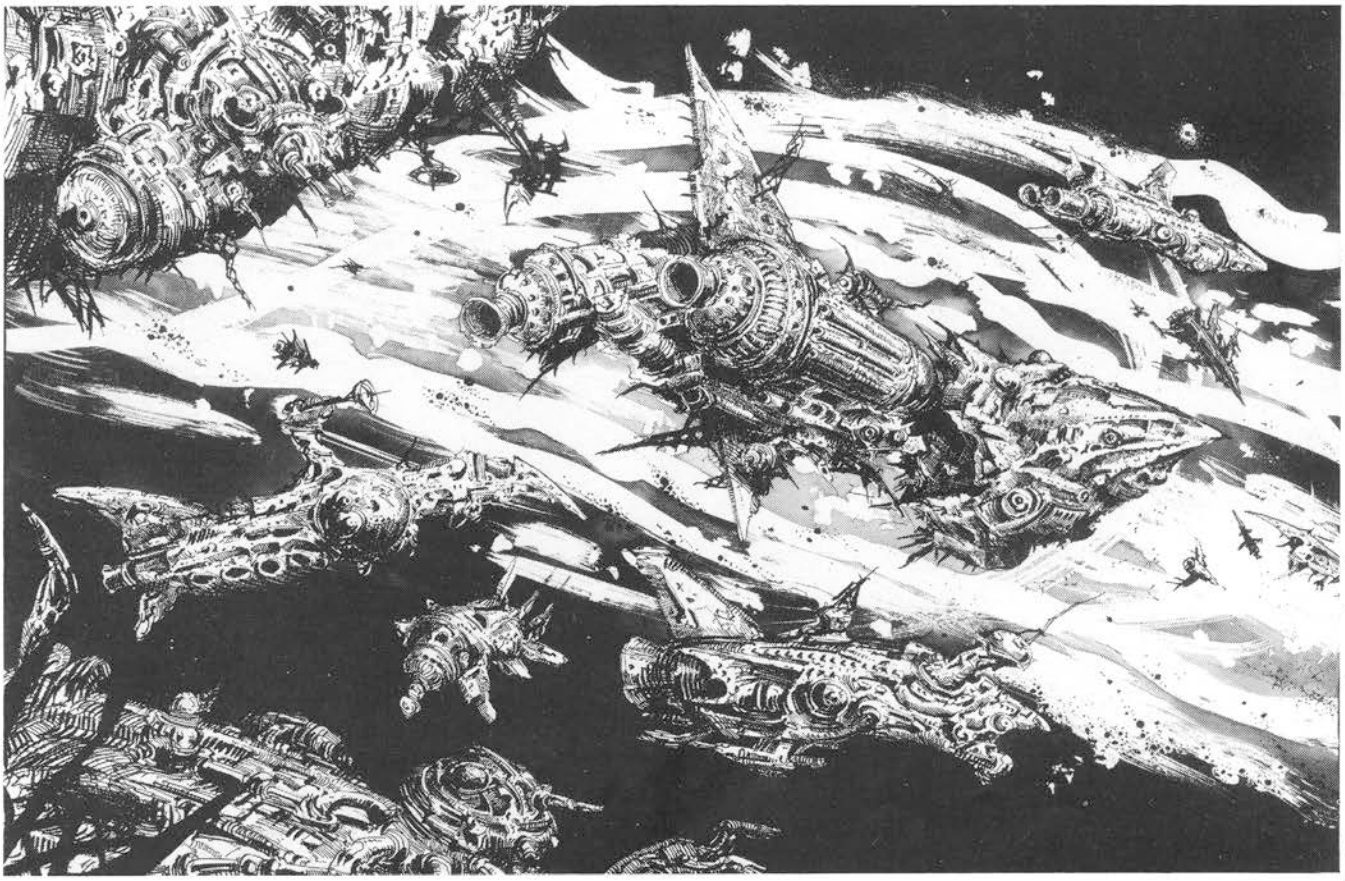
There is no escape from one or other of these fates; Renegades are destined to end their lives far removed from their original, natural state. Power drawn from the warp and gathered by the Renegade during his service to his dark master is the reward and promise of Chaos. The cost is never considered by a Renegade. He has chosen the easy path to power; that the path is short and dangerous is of little consequence.

Renegades can be found in almost any part of the Imperium and beyond. Their vast and rotting space hulks are built from the remains of salvaged spacecraft, bioengineered and mutated creatures of deep space, and general debris of all kinds. The hulks drift across the galaxy, often dropping into and out of warpspace. They are virtually indestructable, thanks to their sheer size and accretions of material. Only when boarded by Imperial troops is a hulk threatened; even then, the walkways and compartments of the hulk are as much a danger to the invaders as the crew.

With crews and retinues of Chaos worshippers, mutants and misfits, a Renegade hulk is a danger for many planets within the Imperium. The Renegade's hulk drifts into a system, he and his retinue teleport down to a planet, steal any transport and equipment they require, plunder the planet of resources, and retreat to the hulk before the arrival of the Inquisition or Imperial defence forces. The Renegade and his retinue slay indiscriminately in honour of their Chaos masters, taking only what they need for the next raid. Often, however, the Chaos Renegade grows careless and proud, and lands his forces with the intention of fighting and destroying Imperial troops.

Chaos Renegades do not always flee into space to spread the taint of Chaos. They have also been known to remain on single planets, hidden at the centre of a coven network of worshippers, supporters and informers, manipulating all those they can reach to the service of Chaos. A hidden Renegade may have the power to command armies of followers, summon Daemons through rituals performed with his followers, and instil fear in many by his mere presence. Although mortal, the favour in which a Chaos Renegade is held by his Power can make him as dangerous and powerful as a Daemon.

It has even been known for Chaos Renegades to settle on and conquer feral worlds replacing the Imperium's authority. Their new order dedicates a whole planet to the service of one of the dark Powers of Chaos. Such Chaos planets are scoured by the Inquisition whenever they are discovered.



GENERATING CHAOS RENEGADES

Chaos Renegades are produced using the Champions of Chaos generation system presented in *The Followers of Chaos* (p35). All the rules given in that section concerning Chaos rewards, gifts and attributes for Champions of Chaos apply to Chaos Renegades, but to recap briefly:

A Chaos Renegade begins his existence with a randomly generated starting profile. As a new follower of Chaos he receives two rewards from his chosen Power: a specific Chaos gift from the Power and a random Chaos attribute.

The Renegade then gains further rewards from his patron Chaos Power. Each of these is determined randomly, using the *Chaos Rewards Table* (p45) and could be one of two types. The Renegade could receive another Chaos attribute, which is in turn determined randomly using the *Personal Attributes Table* in *The Mark of Chaos* (p113). Alternatively he could receive a Chaos gift: a pack of Chaos Hounds, Chaos Spawn, a magical item, or a special mutation from his patron Power. The Renegade may even be judged worthy of serving Chaos in another capacity, becoming a Chaos Spawn or a Daemon Prince. Eventually, the process of rewards produces a suitable Renegade for use in a battle. It can also be used as described in *The Path of Chaos* (p42) as basis of a campaign system.

Whilst receiving rewards the Renegade is also assumed to be attracting mortal followers, who are drawn to him as a means of serving Chaos. These followers are generated randomly, using the *Renegade Follower Table* (p236). This replaces the *The Retinue Table* (p60) given in *The Followers of Chaos*.

CHAOS RENEGADE POSSESSEES

Possessees may become Chaos Renegades, and spread the evil of Chaos even further abroad. A normal starting profile for a Chaos Renegade should be generated, and then given a possessing Daemon (see *The Process of Possession* p227). The Daemon is always a servant of the same Chaos Power as the Renegade. Any rewards for the Possessee should be generated normally using the system given in *The Followers of Chaos* (p35).

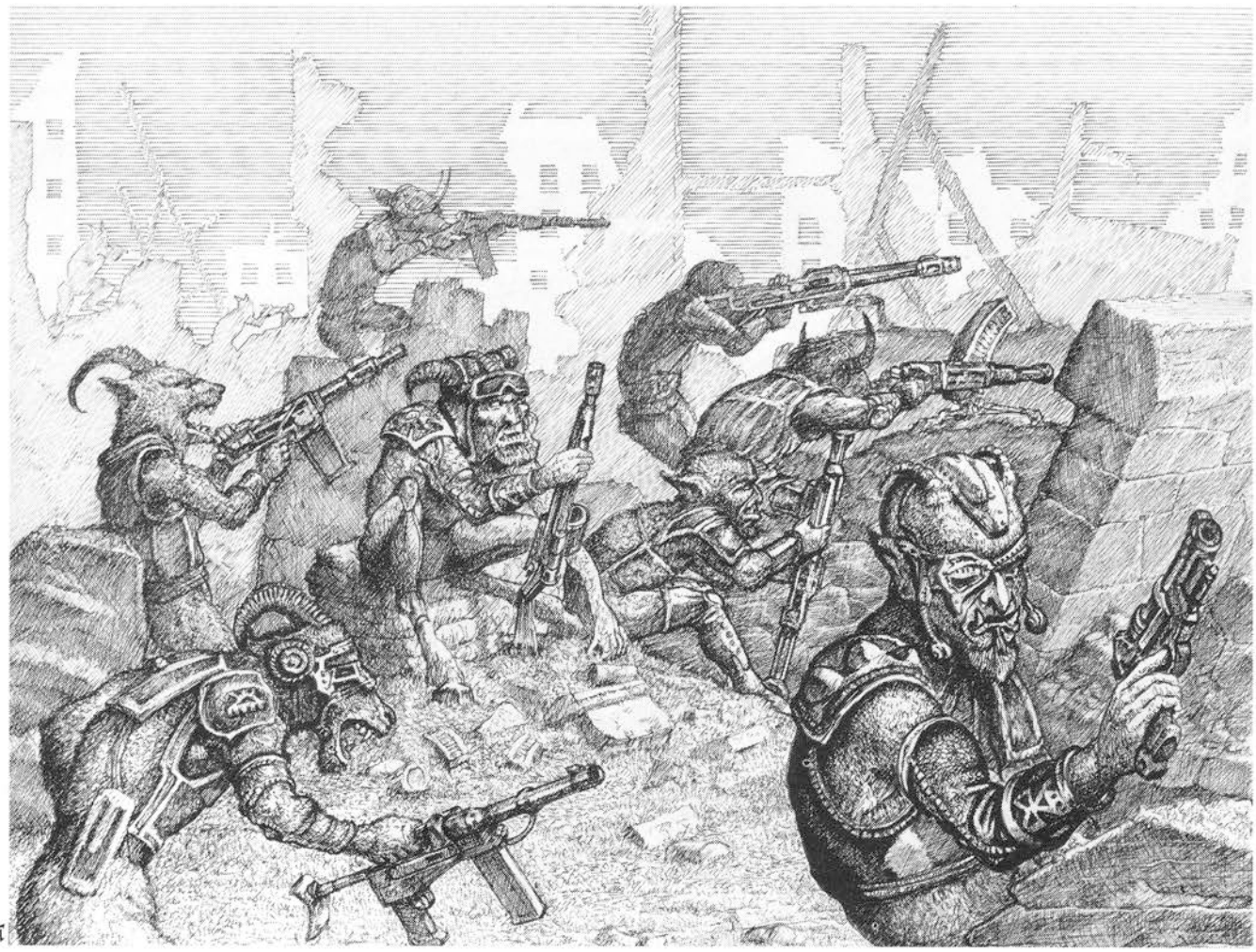
The Possessee Renegade is then treated as any other Chaos Renegade, receiving Chaos rewards, Chaos attributes and Chaos gifts in the usual fashion.

The points value of a Chaos Renegade Possessee is equal to whichever is the greater of the **PV** of the possessing Daemon or the normal calculated **PV** of the Renegade (see *Points Values of Chaos Renegades* p239). Chaos Renegade Possessees are not appropriate for competitive play - normal Chaos Renegades or Possessees should be used in their place.

GIFTS AND ATTRIBUTES

All Chaos attributes and Chaos gifts use the **Warhammer Fantasy Battle** effects given in the relevant descriptions. **Warhammer 40,000** Chaos Renegades receive the same rewards and are twisted by the same mutations as other Champions of Chaos.

A Renegade may receive and use spellcasting powers as the result of Chaos gifts or Chaos attributes. Spells are cast during the *psionics phase* of the Renegade's turn, with the effects described in **Warhammer Fantasy Battle**, **The Lost and the Damned** or *The Magic of Chaos* (see p78) as appropriate.



STARTING PROFILES

Most Renegades do not begin their lives as servants of Chaos; they are perverted and seduced by the promises that the warp seems to offer. To begin with, there is little in appearance to distinguish them as followers of Chaos, but at some point they turn wholeheartedly to the service of the warp and are marked forever. This is the beginning of the Renegade's servitude to his chosen Chaos Power.

The table given below can be used to generate the starting profile of a Chaos Renegade; this represents a person who has just decided to support the Chaos Powers and has sold his mind and body to the warp. This table replaces the one for fantasy Champions of Chaos given in *Turning to Chaos* (p40).

Psychic abilities and equipment for the Chaos Renegade can be determined according to his starting profile. Special rules for a particular race or racial sub-type apply in full to a Chaos Renegade. Those profiles marked with an asterisk (*) can be randomly generated using the appropriate advance points system for personalities if desired.

RENEGADE STARTING PROFILE TABLE

01-80: HUMAN: Roll D100

D100	Result	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-45	Human	4	3	3	3	3	1	3	1	7	7	7	7
46-55	Human Champion	4	4	4	4	3	1	4	1	7	7	7	7
56-60	Human Minor Hero	4	5	5	4	4	2	5	2	8	8	8	8
61-63	Human Major Hero	4	6	6	4	4	3	6	3	9	9	9	9
64	Adeptus Custodes	4	5	5	4	4	2	5	2	8	8	8	8
65-67	Adeptus Mechanicus	4	3	3	3	3	1	3	1	7	7	7	7
68	Adeptus Arbites	4	4	4	4	3	1	4	1	7	7	7	7
69-70	Adeptus Astronomica	4	3	3	3	3	1	3	1	7	7	7	7
71-73	Administratum	4	3	3	3	3	1	3	1	7	7	7	7
74-75	Inquisitor*	4	5	5	4	4	2	5	2	8	8	8	8
76-78	Psyker	4	3	3	3	3	1	3	1	7	7	7	7
79-80	Psyker Champion	4	4	4	4	3	1	4	1	7	7	7	7
81	Psyker Minor Hero	4	5	5	4	4	2	5	2	8	8	8	8
82	Psyker Major Hero	4	6	6	4	4	3	6	3	9	9	9	9
83	Astropath	4	3	3	3	3	1	3	1	7	7	7	7
84-86	Navigator*	4	3	3	3	3	1	3	1	7	7	7	7
87-88	Navigator Champion*	4	4	4	4	3	1	4	1	7	7	7	7
89	Navigator Minor Hero*	4	5	5	4	4	2	5	2	8	8	8	8
90	Navigator Major Hero*	4	6	6	4	4	3	6	3	9	9	9	9
91-92	Rogue Trader*	4	5	5	4	4	2	5	2	8	8	8	8
93-95	Marine	4	4	4	4	3	1	4	1	8	8	8	8
96-97	Marine Champion	4	5	5	4	3	1	5	1	8	8	8	8
98	Marine Minor Hero	4	6	6	4	4	2	6	2	9	9	9	9
99	Marine Major Hero	4	6	6	4	4	3	6	3	9	9	9	9
00	Assassin*	4	5	5	4	4	2	5	2	8	8	8	8

81-95 ABHUMAN: Roll D100

D100	Result	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-40	Beastman	4	4	3	3	4	1	3	1	7	6	7	6
41-45	Beastman Champion	4	5	4	4	4	1	4	1	7	6	7	6
46-48	Beastman Minor Hero	4	6	5	4	5	2	5	2	8	7	8	7
49	Beastman Major Hero	4	7	6	4	5	3	6	3	9	8	9	8
50-66	Ogryn	6	3	2	4	5	3	3	2	5	4	5	7
67-68	Ogryn Champion	6	4	3	5	5	3	4	2	5	4	5	7
69	Ogryn Minor Hero	6	5	4	5	6	4	5	3	6	5	6	8
70	Ogryn Major Hero	6	6	5	5	6	5	6	4	7	6	7	9
71-86	Squat	3	4	3	3	4	1	2	1	9	7	9	9
87-96	Squat Champion	3	5	4	4	4	1	3	1	9	7	9	9
97-99	Squat Minor Hero	3	6	5	4	5	2	4	2	10	8	10	10
00	Squat Major Hero	3	7	6	4	5	3	5	3	10	9	10	10

96-00 OTHER: Roll D100

D100	Result	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-08	Eldar	4	4	4	3	3	1	6	1	8	9	9	8
09-12	Eldar Champion	4	5	5	4	3	1	7	1	8	9	9	8
13-14	Eldar Minor Hero	4	6	6	4	4	2	8	2	9	10	10	9
15	Eldar Major Hero	4	7	7	4	4	3	9	3	10	10	10	10
16-31	Ork	4	3	3	3	4	1	2	1	7	6	7	7
32-39	Ork Champion	4	4	4	4	4	1	3	1	7	6	7	7
40-43	Ork Minor Hero	4	5	5	4	5	2	4	2	8	7	8	8
44-45	Ork Major Hero	4	6	6	4	5	3	5	3	9	8	9	9
46-53	Slann	4	3	2	3	4	1	3	1	8	7	9	9
54-57	Slann Champion	4	4	3	4	4	1	4	1	8	7	9	9
58-59	Slann Minor Hero	4	5	4	4	5	2	5	2	9	8	10	10
60	Slann Major Hero	4	6	5	4	5	3	6	3	10	9	10	10
61-64	Tyranid	5	4	4	3	3	2	4	2	7	10	8	8
65-67	Tyranid Champion	5	5	5	4	3	2	5	2	7	10	8	8
68-69	Tyranid Minor Hero	5	6	6	4	4	3	6	3	8	10	9	9
70	Tyranid Major Hero	5	7	7	4	4	4	7	4	9	10	10	10
71-86	Zoat	7	5	3	4	5	3	5	2	10	9	9	9
87-94	Zoat Champion	7	6	4	5	5	3	6	2	10	9	9	9
95-98	Zoat Minor Hero	7	7	5	5	5	4	7	3	10	10	10	10
99-00	Zoat Major Hero	7	8	6	5	5	5	8	4	10	10	10	10

Weaponry, armour and equipment may be generated for a Renegade using the appropriate *Equipment Charts* from **Warhammer 40,000**. This is the legacy of the Renegade's previous life before he turned to Chaos.

The newly generated Chaos Renegade then receives his first Chaos attribute, generated using the *Personal Attributes Table* in *The Mark of Chaos* (p113). He also receives his first Chaos gift, a mark of his master's appreciation:

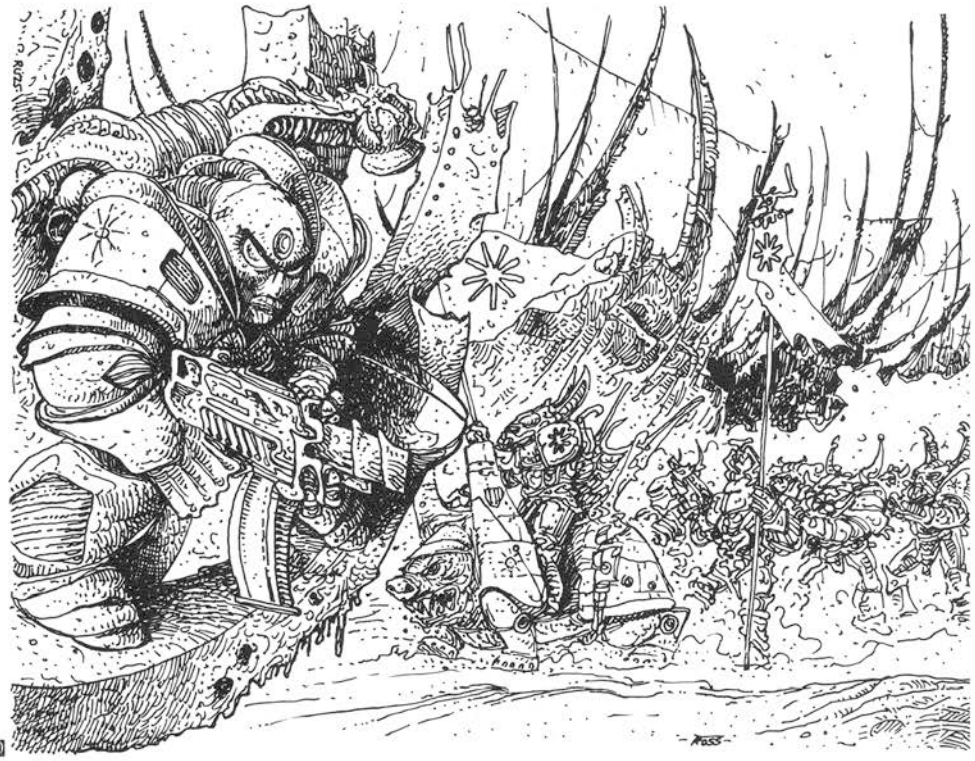
Khorne: Renegades loyal to Khorne receive a suit of Chaos Armour. See *The Magic of Chaos* (p100) and *New Equipment* (p252 for further details of this magic item.

Slaanesh: Renegades of Slaanesh receive +1 to *Will Power*.

Starting rewards for Nurgle and Tzeentch are given in **The Lost and The Damned**, the companion volume of **Realm of Chaos**.

These two starting rewards are counted when determining the Renegade's eligibility for followers (see *Followers and Retinues* p234) and when (or if) the Renegade receives the *Eye of God* reward (see the *Chaos Rewards Table* p45).

Further rewards for the Chaos Renegade are determined randomly.



I salute you! For though our path has been bloody, you have served our Lord with unflinching courage and the honour of true warriors. We have seen many fall today and must remember, even as we die, that our blood too is welcome..

Last words of the Renegade Harkan Ironfist

REWARDS

Rewards for Chaos Renegades are generated using the *Chaos Rewards Table* (p45). All the rules given in *The Rewards of Chaos* (p44) apply to Chaos Renegades.

Chaos Renegades may still refuse Chaos gifts from the the *Chaos Reward Table*; attributes can never be rejected.

Duplicated rewards (as noted in the relevant descriptions on the *Chaos Reward Table* and the *Rewards of Khorne/Slaanesh Tables*) may be passed on to a Chaos Renegade's followers without penalty. Hand-me-down Chaos gifts are also counted when determining a Renegade's eligibility for Daemonhood and/or additional followers.

MAGIC ITEMS AS REWARDS

The various reward tables include magical items such as *Familiars* (see pl02) and *Collars of Khorne*. The effects of these apply equally to psi-abilities as to spells.

TECHNOLOGY

Technological weapons hold little arcane mystery in the **Warhammer 40,000** universe. The *Technology* reward on the *Rewards of Khorne* Table (p48) may be treated as a *Daemon Weapon* reward by Chaos Renegades of Khorne. See the *Chaos Rewards Table* (p48) and *Daemon Weapons* (p94) for further details of Daemon weaponry.

The personal Chaos attribute of *Technology* (see *The Mark of Chaos* pl32) is unaffected by this change, and must be applied 'as is' to **Warhammer 40,000** followers of Chaos.

FOLLOWERS AND RETINUES

Like Champions of Chaos, Renegades attract followers from among the corrupted and mean-spirited. A Renegade is soon surrounded by a retinue of Chaos worshippers. Loyal to the Renegade's Chaos Power, they are capable of small evils, and need a leader to mould and debase them into the image of true servants of Chaos.

The general rules presented in *The Retinue of a Chaos Champion* (p57) apply to Chaos Renegades. You should read that section of *The Followers of Chaos* for more information on retinues and their uses. However, the *Retinue Table* (p60) and the *Followers' Reward Table* (p62) given there are replaced by new tables in this section.

GAINING FOLLOWERS

A Chaos Renegade's followers grow in number in proportion to his favour with his patron Power. For every two rewards that the Renegade has been entitled to receive, roll a D6 and consult the following chart. This is done regardless of whether the rewards were taken, refused or passed on to an existing follower.

D6	Result
1-2	No followers are received
3-5	Roll once on the *Renegade Follower Table*
6	Roll twice on the *Renegade Follower Table*

It is possible to generate a retinue of followers for a Chaos Renegade using the original *Retinue Table* (see p60) instead of the *Renegade Follower Table* given below. Rolls can occasionally be taken on that table to give the Renegade's retinue a strange, otherworldly feel. The fantasy flavour of many of the creatures listed on the *Retinue Table* can be particularly interesting when included in a **Warhammer 40,000** game.

Weapons, armour and other items can be randomly determined for followers using the *Special Equipment Charts* on page 254. All models receive flak and /or mesh armour (player's choice), and they may make one roll on both the *Standard Weapons* and the *Close Combat Weapons* tables. If you are equipping a unit, you should only roll once on each table for the unit, giving the same weapons to the whole unit. For every five models in a unit, you may replace a roll on the *Standard Weapons* table with a roll on the *Heavy Weapons* table for one model. Character models (followers who are not generated as a unit, ie Assassins, Chaos Renegades, Inquisitors and psykers) may also make a single roll on the *Grenades* table and D6-3 rolls on the *Equipment and Bionics* table. This randomly generated equipment is all that remains of the follower's life before he turned to the active service of Chaos.

All the followers of a Renegade wear his patron Chaos Power's colours, and wear his symbol or badge openly.

SURGEON

RENEGADE FOLLOWER TABLE

D100 Result

01-02 1 ASSASSIN

The Chaos Renegade gains the services a rogue Assassin, his loyalty twisted to the worship of Chaos. A basic Assassin profile can be found on **WH40K** p170, or a profile, of at least Human minor hero level, can be generated using 4D6 *advance points* (see *Variable Heroes* **WH40K** p47).

03-17 2D6 BEASTMEN

The worship of Chaos is naturally appealing to many abhumans, giving free rein to their dark, cruel natures. The standard profile for **Warhammer 40,000** Beastmen can be found on **WH40K** p174.

Fantasy Beastmen may be used in place of technological abhuman Beastmen if desired.

18-22 1 CHAOS RENEGADE

This Chaos Renegade lacks the force of will to serve Chaos in his own right, and has chosen to serve Chaos in a meaner fashion as the servant of a servant.

A new, lesser Chaos Renegade should be generated using the rules set out in this section. He has received his starting marks of service (one attribute and his patron Power's gift) and one other reward. This Renegade has no followers of his own, and never gains any as a the result of received rewards.

23-41 2D6 COVEN MEMBERS

Details of Chaos covens may be found in **The Lost and the Damned**. A Coven member may have up to his Chaos Power's number of attributes (eg a Khorne worshipper may have up to eight). Personal attributes may be generated for the entire unit of coven members and applied to each model in the unit.

Coven members in the service of a Chaos Renegade have no starting equipment, weaponry or armour.

42-46 2D6 GRETCHINS

The standard profile for Gretchins can be found on **WH40K** p191.

47 D3 HALFLINGS

The standard profile for Halflings can be found on **WH40K** p174. Halflings have few interests outside gratifying their desires of the moment. They rarely choose to follow the Blood God, and Chaos Renegades of Khorne may roll again on this table for a different follower if desired.

48-68 2D6 HUMANS

Renegades draw their support from many places, and Humans among their followers may be Army deserters, hiveworld gangs, feral world warriors, pirates or the simply jaded. Regardless of their origins, these followers are normal Humans (at least when they enter the Chaos Renegade's service).

They have the standard Human profile given on **WH40K** p138.

69-70 1 INQUISITOR

Inquisitors are exposed to the danger - and the seduction - of the warp on a daily basis. Some of them fail when resisting the blandishments of Chaos. The standard profile for Inqusitors can be found on **WH40K** p142, and the *advance point* system should be used to generate this individual's profile. The Inquisitor has D3 personal Chaos attributes - reason enough for turning to Chaos and fleeing from his own kind!

71 D3 OGRYNS

The Ogryn standard profile is given on **WH40K** p175. Of all the abhumans, Ogryns care least for Chaos, but the chance to spill blood is deeply appealing to them. Chaos Renegades of Slaanesh may roll again on this table for a different follower if desired.

72-76 2D6 ORKS

The profile for Orks can be found on **WH40K** p186.

77-81 1 PSYKER

The standard profile for Human psykers can be found on **WH40K** p146. The psychic abilities of this psyker should be generated randomly, using the rules set out under *Psionics* (**WH40K** p48).

82-96 2D6 SQUATS

The standard profile for Squats can be found on **WH40K** p175. Chaos Dwarfs (see **Warhammer Fantasy Battle** p213) may be substituted if desired.

97-98 1 TRAITOR LEGIONNAIRES SQUAD

Exiled from their Chapter, or simply looking for a way to worship their Chaos master more effectively, Traitor Legionnaires are a powerful addition to a Renegade's forces.

The type of squad that joins the Renegade is determined by rolling D6 and consulting the following table:

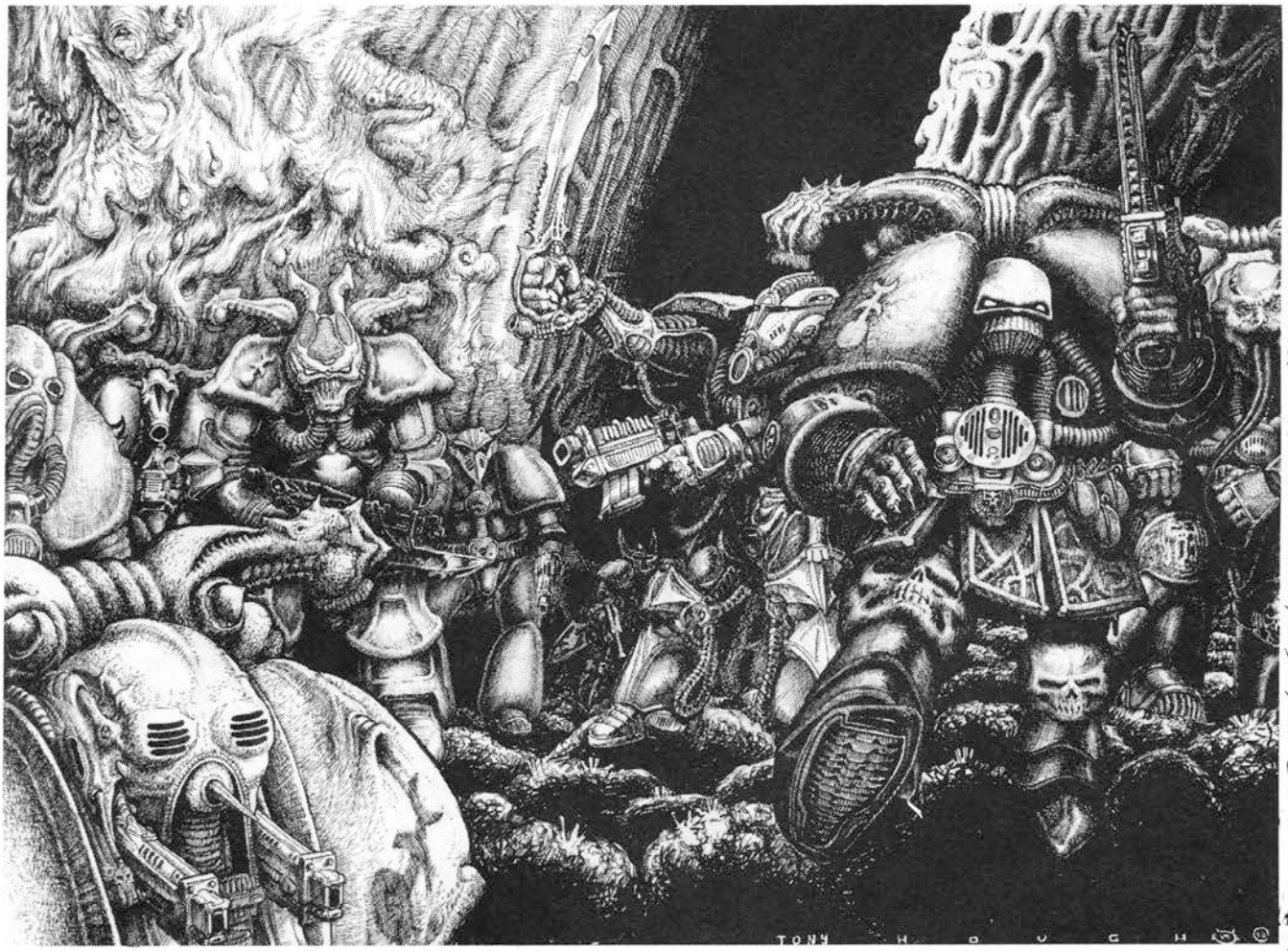
D6	Result
1-3	Tactical squad
4-5	Assault squad
6	Devastator squad

The standard profile for Traitor Legionnaires can be found on p244. These Legionnaires worship the same Chaos Power as the Renegade. The squad should be chosen from the appropriate army list: *World Eaters* for Khornate Champions, *Emperor's Children* for Slaaneshi Champions, *Death Guards* for Champions of Nurgle and *Thousand Sons* for Tzeentchian Champions. See **The Lost and the Damned** for details of the last two Traitor Legions.

99-00 D3 ZOATS

Renegade Zoats, escapees from the Tyranid hive-fleets, can be found throughout the known galaxy. Among their diverse cultures are those which have turned to the worship of Chaos. The standard profile for a Zoat can be found on **WH40K** p202. Roll a D6; on a result of 1, 2 or 3 the Zoat is also a psyker.

A Renegade's followers always follow the same Chaos Power as their master. They are not subject to *hatred* or *fear* of their fellows.



RENEGADE FOLLOWERS AND REWARDS

The followers of a Renegade are marked by their wickedness as much as the Renegade. Their rewards are, however, of a different order to those of the Renegade. Most end their days as shrieking Chaos Spawn, released upon unsuspecting planets to spread the ravening madness of Chaos.

Every time a Renegade receives a reward his followers also receive one. One character (a champion, minor hero or major hero) model can be chosen to receive a 'personal' reward, or one sub-unit of the Renegade's retinue can be chosen to receive a 'unit' reward, applied equally to all members of the unit. The recipient(s) must be chosen before the reward is determined.

As noted under *Rewards* (see p234), a Chaos Renegade may pass on duplicated rewards to his followers. These are a *Chaos Steed* from the *Chaos Rewards Table, Collar of Khorne, Mark of Khorne, Technology* (Daemon Sword in **Warhammer 40,000**), *Frenzy* and the various *Face* rewards from the *Rewards of Khorne Table*, *Hermaphrodite, Razor-edged Tail, Mark of Slaanesh* and the various *Face* rewards from the *Rewards of Slaanesh Table*.

Repeated rewards of any kind can be given to a single character model or unit. A lieutenant or bodyguard squad for the Renegade can be created in this fashion. A powerful follower can also become a new Chaos Renegade should the original be killed, mutate into a Chaos Spawn or become a Daemon Prince. A powerful follower can also be used as a host should the Daemon Prince-Renegade choose to possess a host body. See *The Fate of a Chaos Renegade* (p239).

Rewards that are passed on to followers still count towards the Renegade's total number of rewards for determining his fate as a Chaos Spawn or Daemon Prince (see *The Eye of God* in the *Chaos Rewards Table* p45).

PERSONAL ATTRIBUTES FOR FOLLOWERS

Rewards for a Renegade's followers may take the form of Chaos attributes. For units of followers, however, dominant attributes are never used. These are an abstract form of attribute reserved for use with mortal troops in **Warhammer Fantasy Battle**. Rather than use dominant attributes, a single personal Chaos attribute is generated for a unit and applied equally to all the models in the unit. The members of the unit are equally gifted by the Renegade's patron Chaos Power, and they all receive the full effects of the generated reward (even if these effects are detrimental).

RENEGADE FOLLOWERS' REWARDS TABLE

Whenever the Renegade's followers are entitled to a reward, nominate one character model or unit to receive it, roll a D100 and consult the table below:

D100 Result

01-80 CHAOS ATTRIBUTE
Randomly determine a single Chaos attribute using the *Personal Attribute Table* in *The Mark of Chaos* (p113). If the reward is given to a unit of followers rather than to a single model, apply the Chaos attribute equally to all of the models in the unit.

81-85 CHARACTERISTIC INCREASE
Add one to the *Strength* and *Toughness* of the chosen character model or unit of followers, up to a maximum value of 10 in each characteristic.

86-90 CHAOS SPAWN
The model or models become Chaos Spawn, receiving an additional D6+6 Chaos attributes, generated using the *Personal Attribute Table* in *The Mark of Chaos* (p113). If the reward is given to a unit of followers, roll for the whole unit and apply the same set of personal attributes to every model. The Chaos Spawn may be kept in the Renegade's service or thrown out of the retinue (ie removed from the game). If the Chaos Spawn are retained, either the Chaos Renegade or another single character model from the retinue must act as a handler for the Spawn. See *Becoming a Chaos Spawn* (p52) for further ideas on the fate of a Chaos Spawn.

91-95 MULTIPLE REWARD
Roll D4 times on this table and apply the results to the chosen follower or followers. You may apply the results to different followers each time, provided that you choose the recipient(s) in advance of making each roll.

96-00 SPECIAL REWARD
Roll on the *Chaos Rewards Table* (p45) table as though the chosen follower is a Champion. A *Chaos Attribute* reward should be treated as a *Chaos Armour* reward. This reward may only be given to a single model, although the recipient may be chosen from a unit of followers if desired.

You should choose the character model or unit of followers that is going to receive the reward *before* rolling on this table. The reward must be taken as randomly generated and cannot be refused or given to another model. The effects of a randomly generated reward must be applied in full, even if they are detrimental to the character or unit receiving the reward.

THE FATE OF A CHAOS RENEGADE

Like a Champion of Chaos, a Chaos Renegade is doomed to one of two fates: he either becomes a Chaos Spawn or he becomes a Daemon Prince.

There are many ways in which a Champion of Chaos can end his service to his patron Chaos Power as a Chaos Spawn. All of these apply equally to a Chaos Renegade. See *Becoming a Chaos Spawn* (p52) for more details of this unhappy end to the Renegade's career. Often the unfortunate Renegade is spaced or abandoned by his erstwhile followers. Sometimes the Renegade-Spawn is retained as a pet or mascot. In particularly extreme cases (especially when a retinue contains Halflings), it is not unknown for the followers to eat their former master, partaking of a feast to celebrate the munificence of their Chaos Power.

Those Chaos Renegades who become Daemon Princes are usually removed from play in the normal fashion. They may be retained by the player or GM and used as Summoned Daemons (see p222) or may possess another model (see p226) when required for other **Warhammer 40,000** games.

There is, however, another option for a newly-created Daemon Renegade. This new Daemon Prince may immediately become a Possessee (see p228), using one of his followers as his host. The possessing Daemon takes command once more of his retinue, ousting his subordinate from his own body. A Possessee Renegade can receive further rewards, and his followers continue to receive their rewards as though nothing had changed. The possessing Daemon Prince is subject to all the normal rules concerning Possessees, including those that relate to partial immunity to weapon attacks and regeneration (see *The Powers of Possessees* p228).

POINTS VALUES OF CHAOS RENEGADES

The points value of a Chaos Renegade and his retinue is, at best, only an approximate reflection of their powers and abilities. The random nature of the generation process means that, while Renegades run in 'families' loyal to one Chaos power or another, they are rarely identical. Points values are based on the number of Chaos rewards received by the Renegade and his followers, so it is vital that you keep an accurate record of the number of rewards granted. The nature of the Chaos reward is irrelevant to its points value, so only the number of rewards, not the type of rewards, need to be noted for calculating points values.

CHAOS RENEGADES

The points value of a Renegade is equal to 60, plus 30 points per Chaos reward that he has received, plus the points value of his equipment. Remember that the first two rewards received by a Chaos Renegade are 'free' and they do not count towards this points cost. Equipment received as the result of a reward is, of course, not added to the points value again at its equipment cost - it has a value of 30 points like any other reward, regardless of its nature.

A reward has a fixed value of 30 points for a Chaos Renegade, whether it is a Chaos gift or a Chaos attribute. Some rewards may seem to be 'worth' more than 30 points, while others may seem worthless. A reward of Chaos Armour or a Daemon Weapon, for example, is valued at 30 points for a Chaos Renegade, while the listed points costs for such items are completely different (see *Chaos Armour* p100 and *Daemon Weapons* p94). However, an individual Chaos gift or Chaos attribute is not being purchased; it is the roll on the *Chaos Rewards Table* that has the points cost, regardless of final nature of the reward.

A reward still counts as being worth 30 points even if it was a duplicate passed on to one of the Renegade's followers. The recipient, however, does not pay anything for the reward, as the cost has been taken into account in the Chaos renegade's points value.

The points value of a Chaos Renegade Possessee is equal to whichever is the greater of the points value of the possessing Daemon or the normal calculated points value of the Renegade. The points value of a Daemon Prince can be calculated using the system given in *Points Values and Followers of Chaos* (p63) - an 'instant' Daemon Prince with nine rewards costs 810 points.

FOLLOWERS

The points value of a Renegade's followers is calculated in a similar fashion, but with a base value of 10 points per follower, plus 10 points for each reward that has been received.

If a group of followers has been given a 'unit' reward, the 10 points for the reward is only paid once for the whole unit, *not* for every model. For example, a squad of six Traitor Legionnaires that have been granted two 'unit' rewards during their service to a Chaos Renegade have a value of 80 points (6 x 10 points for the models, plus 2 x 10 points for the rewards) rather than 180 points. Rewards for followers of a Chaos Renegade cost the same number of points whether they are given to a single character model or to a unit of a dozen models.

Rewards passed on from the Renegade are not counted in the points value of the follower. These have already been costed into the points value of the Chaos Renegade.

Innocence proves nothing

THE TRAITOR LEGIONS

The Eye of Terror is a region of space cut off by warpstorms, wreathed in dust clouds, cloaked in mystery and danger. While it lies inside Imperial Space, it is not part of the Imperium. It is a desolate volume of space - the small number of systems to be found within the Eye have few habitable planets. However, its isolation from the Imperium is due to another cause. The Eye of Terror is home to the Imperium's oldest enemies and greatest rebels: the Traitor Legions.

Banished from the Imperium, the Traitor Legions are the remnants of nine Marine Chapters from the First Founding. Deep inside the Eye, beyond the range of even the most sensitive psyker, the Traitor Legions made planetfall. There they have remained to the current day, a threat to the Imperium and to the natural order of the universe. From their fastness within the Eye of Terror, the Traitor Legions emerge in force, falling upon Imperial worlds, rekindling the fear and despair of the Horus Heresy.

THE HORUS HERESY

Imperial entanglements with Chaos have a long and bloody history, dating back almost to the First Founding of the Legiones Astartes. The most serious incident was the so-called Horus Heresy of the 31st Millennium, now commonly assumed to be a conventional revolt. Only the Emperor and the Cyber-libraries of the Ordo Malleus have an accurate recollection of the Heresy.

General Horus was regarded as the finest military commander that the Imperium had produced. His abilities were faultless, and eventually the Emperor granted him the title of Imperial Warmaster. This was a high honour, even in the early years of the Imperium, when brave deeds were commonplace.

Before Horus could travel to Terra to receive his reward he fell ill on the feral world of Davin. This was his undoing. During his convalescence on Davin he was inducted into a secret warrior's lodge, which proved to be little more than a coven. A change of character became evident in the Warmaster - he had been possessed by a Daemon. Horus' membership of the secret lodge was not unusual; Imperial soldiers were often encouraged to join warrior societies of this type. Recruiting was felt to be easier on worlds where 'warriors from the stars' had become 'brothers'.

Warmaster Horus was recalled to duty in preparation for a new Imperial Crusade. It is clear that the Warmaster introduced a system of 'warrior lodges' into the five Legiones Astartes Chapters under his direct command. The Chapters were entirely corrupted as the lodges revealed their true nature and showed themselves to be nothing less than Chaos covens. The infection rapidly spread to the Orders of Adeptus Mechanicus attached to Horus' command. From there the rot spread further into the Imperial forces. More than half of the Adeptus Mechanicus, including many units of Collegia Titanica and the Legio Cybernetica wholeheartedly supported Horus and his vision of a new Imperium of Chaos. This wholesale treachery went undetected by the Inquisition.

Before Horus could move, the Imperial Commander of Isstvan III declared the entire Isstvan system to be an independent principality. The Emperor and Administratum, ignorant of the change in Horus, his subordinate chapters and the parts of the Adeptus Mechanicus, ordered the Warmaster to secure the system. Horus chose a bioweapon bombardment on Isstvan III, and the planet became a tomb in seconds. The psychic death scream of the 12 billion who died during the Scouring of Isstvan is reputed to have been louder than the Astronomican.

During the bombardment, loyal Adeptus Astartes officers and troops managed to seize control of the frigate *Eisenstein*. They had discovered the rot that had been spread through the the Warmaster's Chapters and the Adeptus Mechanicus. As Horus completed his withdrawal to Isstvan V the loyalists fled into warp space, carrying a warning to the rest of the Imperium. The seizure of the *Eisenstein* is regarded as the start of the First Inter-Legionary War.

The Emperor now became aware of the danger, and the Inquisition began a purge of the Adeptus Mechanicus. Fighting broke out immediately as the Mechanicus split into loyalists and rebels. The Legio Cybernetica and Collegia Titanica bases on Mars were immediately besieged by loyalist troops. Out of all the Titan Legions of the Divisio Militaris only those on Terra remained loyal. The rest declared for Horus.

With the wholesale treachery of the Division Militaris, the loyalist faction within the Collegia Titanica was forced to husband its battlefield resources. Fortunately, many of the weapon shops and supply depots of the Collegia had remained loyal. The priesthood were in control of the Collegia depots, and their presence ensured that these vital resources remained in the hands of the Imperium. The rebels were presented with an immediate supply problem; damaged and destroyed Titans could not be repaired with the limited spares stockpiles held by individual Orders.

Savage battles broke out between loyalist and rebel Titan Orders. Faced with extinction through lack of spares if they delayed or acted

defensively, the rebels attacked. The Collegia histories list many construction adepts who performed the dedication rites on a new Titan, and then mounted their charge and took it straight into battle. In some cases the libations were still wet when it reached combat. Only able to match such fanaticism with their sheer weight of numbers, the rebels were often forced into a position of stalemate. However, despite the valiant defence of these loyal remnants of the Collegia Titanica, enough supplies were captured to allow the rebels to make good use of their Titans during the final assault upon Earth.

Across the Imperium rebel units attacked loyalists and vice versa. Old feuds were revived in many systems, giving additional excuses for battle. The rule of the Imperium dissolved into planetary battles. Many units of the Imperial Guard declared for the Warmaster. The Imperial Fleet dithered and managed only to drive rebel ships from the Imperial home system. In the process they took heavy casualties and retired to their Luna bases.

The Emperor took stock of the situation, and ordered seven entire Marine Chapters, a third of the Legiones Astartes, to destroy Horus and his rebels. Only with the death of the Warmaster, the figurehead and inspiration of rebellion, would the revolt come to an end. The crusade against Horus, although of the utmost urgency, took more than 180 days to plan and launch. Horus used the time well, establishing his claim as a 'New Emperor' with many of the rebels, and spreading the worship of Chaos further afield.

The Warmaster had established a temporary headquarters on Isstvan V. The loyalist Chapters struck in quick succession, and the battles of the Pacification of Isstvan were bloody in the extreme. The first assaults by loyalist Chapters were mauled during their landings, and then destroyed in detail. Three complete Chapters took part in the initial landings on Isstvan; only five Marines, bearing the gene-seed of their departed brothers, eventually managed to escape to carry the news of the disaster to the Emperor. Their own 'loyalist' follow-up waves, rather than attacking the rebels, fell upon their erstwhile allies. Horus had, apparently, managed to corrupt four of the seven Chapters sent against him.

With nine rebel Chapters and the bulk of the Adeptus Mechanicus behind him, and three loyal Chapters destroyed, Horus assaulted Earth. Throughout the Imperium rebel and loyalist units were fighting each other to a virtual standstill, although the tide of battle was turning, ever so slowly, in the Emperor's favour. Possessed as he was, the Warmaster had lost none of his strategic bluntness: crush the heart, and the Imperium could be remoulded in his own warped image.

The Imperial Fleet was bypassed, and its Luna bases destroyed. Within 30 standard days the Warmaster had reduced the system defences, invested Earth, and thrown a ring of troops about the Imperial Palace. The forces under Horus' command had ceased to be loyal Imperial Marines. They had become the Traitor Legions.

The Adeptus Custodes, the Imperial Fist and Whitescar Chapters, and loyalists of the Collegia Titanica were all that remained on Earth. Even their suicidal bravery and the leadership of the Emperor were not enough to prevent the battle turning into a siege. The rebel Traitor Legions were aided by the machines of the Adeptus Mechanicus and, outnumbered by these, even the bravest loyalists could do little. By the 55th day the Traitor Legions and the rebel Adeptus Mechanicus Legions had reached the walls of the Inner Palace.

The situation grew more desperate by the hour and, when the Outer Palace was abandoned to the Traitor Legions and their allies, the Emperor acted. He disconnected himself from the Astronomican, a signal to the remainder of the Imperial Fleet that the end, one way or another, was approaching. The Emperor and an elite company of Custodes Adeptus soldiery and Imperial Fist Marines were then teleported into Horus' command bunker. In the fierce fighting that followed Horus was killed (although his body was never found), and the Emperor seriously wounded.

With the death of the Warmaster the rebels paused in their assaults, then fell back to their transports and fled into space. The Imperial Fleet, which had been powerless to intervene while the rebels were within the Palace, gave chase. The Emperor returned to the Palace, where he was placed within a life-bubble; his wounds would have been fatal for an ordinary man. Under his watchful eyes the construction of the Golden Throne, which sustains him to this day, began.

His future assured, the Emperor pronounced judgement on Horus and his Legions. They had broken faith with the Emperor and trafficked with Daemons. They were declared to be the Traitor Legions, rebels against the Emperor and Mankind. The Fleet was ordered to drive them into the Eye of Terror, a system of hell-worlds wrapped in a dust nebula and awash with warpstorms. Here the Traitor Legions would be confined for all eternity; all records and memories of the the lapsed Marine Chapters would be expunged from Imperial Archives. Their tied servants and support troops were to be removed from the Isstvan and Davin systems, and sent into the Eye aboard almost derelict hulks. It would be as if the Traitor Legions had never existed. In this decision the Emperor tempered his vengeance with reality - the Imperium had been so weakened by the struggle that no other punishment was possible.

As news of the Warmaster's defeat spread though the Imperium widespread fighting was renewed. The loyalists were revitalized by the news, and fell on the rebels. Many Guard and Fleet detachments had withheld their support from both sides. Such indecision was punished by the rebels and loyalists alike. The loyalists bled such formations white in attacks against rebel strongholds. The rebels turned on all within reach in a final despairing orgy of destruction. The fighting continued another seven years before the last rebel formations were destroyed or exiled.

Those who could flee did so, heading for the Eye of Terror. Many had declared for the Warmaster without understanding that Daemon-worship had been the rebellion's cause. They rapidly fell victim to the cultists of the original Traitor Legions, who, it is said, grew bored of a diet of human flesh.

The destroyed Chapters were slowly re-established using what gene-seed had been saved. Many systems, including Davin and Isstvan, were cleansed and placed under the protection of the Inquisition. The unit designations of the Traitor Legions were placed on the inactive list and assigned to new Marine Chapters raised during later Foundings.

The Emperor's body had breathed its last, and he entered the Golden Throne. The Traitor Legions and their dead Warmaster vanished into the Eye of Terror. The First Inter-Legionary War - the Horus Heresy - lasted less than a decade, but it nearly destroyed the Imperium.

THE EYE OF TERROR

Within the Eye of Terror the Traitor Legions established the rule and worship of Chaos - with their exiled slaves they have created their own Imperium of Chaos. The warp storms isolated the Eye's only system, and the poison of Chaos seeped into reality, creating a zone of madness and insanity to rival and finally dwarf the Chaos Wastes. The Eye's habitable planets became Warp Worlds, entirely given over to mutation, twisted reality and Chaos.

The warping of Chaos has also worked its foul changes upon the Traitor Legions. Where once were Space Marines - eaten by the rot of Chaos but Marines nonetheless - there are now only Traitor Legionnaires. Chaos has wrought changes of a subtle and gross nature in the minds and bodies of the Legionnaires. They are the same beings who revolted against the Imperium ten thousand years ago, made ageless by the seeping power of Chaos.

They are not, however, unchanged. Few of the Legionnaires have escaped mutation in one form or another. Many have made personal pacts with Chaos, allowing their bodies to be possessed by Daemons. Many of the officers of the Legions, seeking to prove their loyalty to their dark masters, have given also themselves to Daemons.

In more extreme cases Legionnaires and some of the lesser exiles have become hosts for Summoned Daemons. Over the course of centuries, The Eye of Terror has been warped to such a degree that Summoned Daemons can exist comfortably within reality. Only when they leave the Eye as part of a raiding force, for example, do the stresses of reality affect them.

The Traitor Legions and the Eye of Terror have also acted as a magnet for the darkest elements of the Imperium. Chaos Renegades often retreat there, where their presence is not only tolerated but welcomed.

The Traitor Legions have retained their old Chapters, now dedicated to the service of the Chaos Powers rather than the Imperium. They have also maintained the ancient technology of gene-seeding and adaptive surgery. The children needed to become new Legionnaires have been bred from slave stock and a variety of Humans captured on Legion raids into the Imperium.

Although nominally loyal to the dead Warmaster and his clone-sons, the history of the Traitor Legions is littered with internecine struggles, as one Legion has fought with the servants of a rival Chaos Power. For the most part, however, rival Legions vent their hatred upon the

Imperium that defeated and imprisoned them. Possessed Legionnaires are naturally attuned to the warp, and have no difficulty in guiding their Legion transports (which are now little better than hulks) across warp space to almost any point in the galaxy. The Legionnaires descend from their ships, destroy and plunder an Imperial world, and retreat into the Eye. Only when a loyal Chapter of Space Marines is nearby does a raid meet formidable opposition.

The Inqusition has maintained a watch upon the system within the Eye through its irregular nullship probes. The nullships, spy vessels hidden behind screening shields and psychic barriers, are equipped with massive sensor arrays to take physical readings of the Eye warp worlds and collect data on the various Traitor Legion bases and fortresses. Specially trained psykers, themselves watched for signs of Chaos-contamination and wrong-thinking, monitor the thoughts and feelings of the Legionnaires. For all this, the information collected by the nullships is fragmentary. Many are lost to the natural hazards of Eye, destroyed as their psyker crews are driven insane by the images they have sensed, or taken by Traitor Legionnaires in boarding actions.

TRAITOR LEGIONNAIRES

The Traitor Legionnaires were once First Founding Space Marines, the most exceptional humans of their Age. Corrupted by Chaos as they are, they have retained much of their Marine heritage, which makes them the most deadly opponents that Marine Chapters are likely to encounter.

Even after ten thousand years of Chaos, the basic profiles of the Traitor Legionnaires are still recognizable as those of Space Marines. Their service to Chaos has, as often as not, strengthened them and taken them to even greater heights of combat excellence.

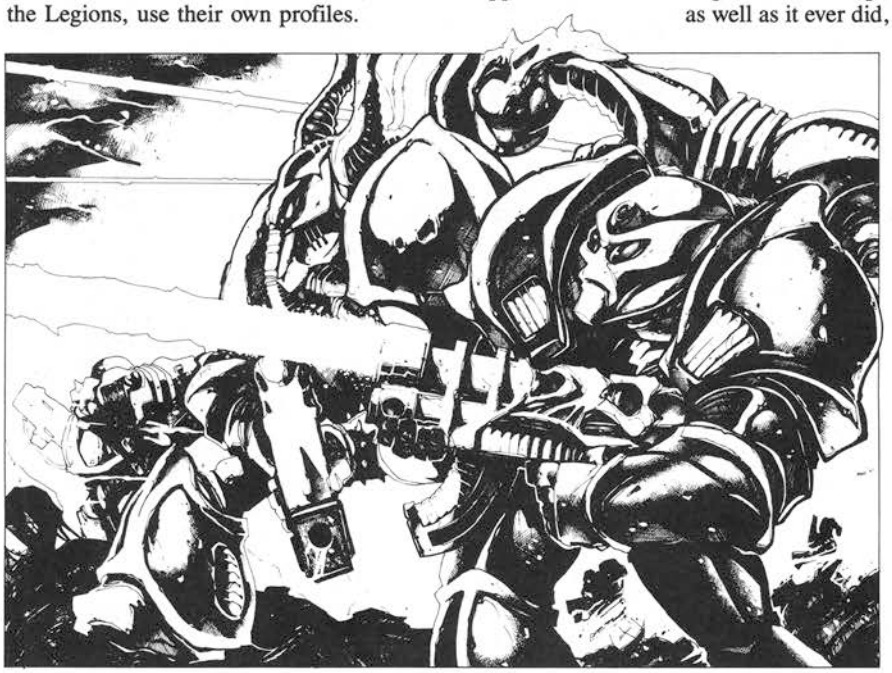
Personalities can be created from these profiles in the same way as other Humans. However, Human maximum profile scores do not apply to Traitor Legionnaires.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
Legionnaire	4	4	4	4	3	1	4	1	8	8	10	8	8
Champion	4	5	5	4	3	1	5	1	8	8	10	8	9
Minor Hero	4	6	6	4	4	2	6	2	9	9	10	9	40
Major Hero	4	6	6	4	4	3	6	3	9	9	10	9	84

These profiles can be modified by personal Chaos attributes. The profile for a Traitor Legionnaire may also change if the Legionnaire is a Possessee. Summoned Daemons, which can appear as allies of the Legions, use their own profiles.

The Legions have also retained much of their Marine heritage in weapons and equipment. For many the Bolter, no matter how baroque its design has become, is still the main weapon. Knives, blades and combat accessories of all types are also employed. Magical swords, imbued with the power of Chaos, or Daemon Weapons are marks of a Power's great favour. They are extremely rare, and the bearer of such a weapon is regarded as specially chosen or honoured.

Over the millennia the original design for Marine armour in the Legions has developed and changed in strange ways. It still functions as well as it ever did, rivalling the best powered armour of the true Adeptus Astartes (see **WH40K** p115). Each suit still includes auto-senses, a communicator and a respirator. Intricate, grotesque decoration and gothic flamboyance have become the hallmarks of the Traitor Legions. Each Legionnaire's armour varies from that of his fellows in some small detail, producing a macabre variety and perverse uniformity in each Legion. In this the Legionnaires' powered armour apes and echoes the Chaos Armour of the Daemon allies and their highest, most favoured officers.



Suits of powered armour have lasted over the centuries, and these are still used by the surviving original Traitor Legionnaires. With only minor modifications and replacements, these suits are standard Adeptus Astartes issue. The original chapter colours of the Traitor Legions have, in most cases, long since vanished; all armour is painted and decorated in the colours of the Legion's Chaos Power

Each Legion has its own colours and badges, and these are described in the relevant descriptions given below. The Legion's loyalty to Chaos has produced an overall uniformity of appearance, although often individuals decorate their armour and uniform to show their personal devotion to the Legion's Chaos Power. The retention of Marine organisation means that the ancient badges of rank are still used in some cases. Sergeants are marked by stripes of office; long service studs are still awarded and the like. However, few of the original Traitors who fought in the Horus Heresy chose to wear service studs for all ten thousand years of their exile. Often only the intricacy of a Legionnaire's armour serves to indicate his rank. Another sure indication of high status and rank within the Legion is the wearing of Chaos Armour (see *New Equipment* p250) or the carrying of a Daemon Weapon of some kind (see *Daemon Weapons*, p94).

Specific details of the Traitor Legionnaires' equipment and organisation are described in the army lists (see p258).

THE ORDO MALLEUS

The Emperor has seen the dangers that Chaos holds for Humanity, and long ago established the Inquisition to search out all threats to the Imperium. In maintaining the Imperial rule, the Inquisition devotes much of its efforts to seeking out and controlling emergent psykers. By destroying the weak and dragooning the strong into Imperial service the Inquisition attempts to hold the line against the rise of wild psychic talent.

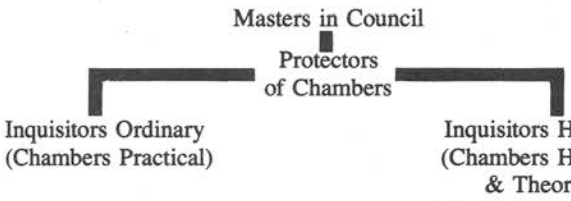
One part of the Inquisition has a slightly different purpose. Unwitting and ignorant psykers are a danger, but the threat from those who worship Chaos and the warp is altogther greater. Imperial policy can offer no mercy to those who choose to serve Chaos, make allies of Daemons and offer themselves and others as hosts for Possession. The instrument of such policy are the Daemonhunters of the Ordo Malleus.

The Ordo is an inner college within the Imperium, its activities and existence shrouded in secrecy. The Inquisition goes to great lengths to hide the existence of Chaos and its warped servants from the bulk of Humanity. The Emperor and his advisors fear that such knowledge would have a terrible attraction for Humanity, and Chaos would be hastened. The Ordo, when it is mentioned at all, is always referred to as a watchdog on the Inquisition itself. It purpose, as the Imperium's elite (and only) Daemonhunters, is altogether more serious and sinister.

The origins of the Ordo Malleus are very ancient, and predate the Emperor's confinement in his throne-machine. The Ordo was originally established to police the thoughts and deeds of the Inquisition itself. It is still responsible for the moral purity of all Inquisitors, but it is now also charged with seeking out and destroying all manifestations of Chaos within the Imperium. Its chief targets are the raiders of the Traitor Legions, covens of Chaos worshippers who infect the Imperium, and the Sensei, who are regarded as a great threat to the good order of the Empire.

Unlike the rest of the Inquisition, the Ordo has a rigid and formalized hierarchy. It is controlled by a council of 169 Masters, who have the right to direct audience with the Emperor. Their authority extends even to the Master of the Inquisition who has, on more than one occasion, been tried and executed by the Masters of the Ordo.

Below the Masters are the Proctors and Proctors Minor, each of whom controls a Chamber of the Ordo. The Chambers, named for their founding Proctor, are the basic unit of the Ordo. The rank and file of these are the Inquisitors Ordinary. Within a parallel organisation of 'Chambers Theoretical and Historical' are the Inquisitors Historical. These are the older members of the Ordo who can no longer carry out active duties for reasons of ill-health or infirmity. They are assigned to research and collation projects in the vast Administratum Libraries. The number of Inquisitors Ordinary and Historical in a Chamber varies from only a few score for the Chambers Theoretical and Historical (which are engaged in research and disputation) to hundreds for some of the Chambers Practical (the sector establishments of the Ordo in the field).


Masters in Council
Protectors of Chambers
Inquisitors Ordinary (Chambers Practical)
Inquisitors Historical (Chambers Historical & Theoretical)

The Ordo acts directly under the Emperor's Warrant, and has a completely free hand. An Ordo Inquisitor Ordinary can demand anything in carrying out his duty. No explanation needs to be offered; an Imperial servant faced with an Ordo Inquisitor must simply obey. The commonest demand by Inquisitors Ordinary is for troops to support their action. Such forces never survive under an Inquisitor Ordinary's command, but posumous honours are heaped upon units attached to the Ordo.

ORDO MALLEUS PROFILES

The Inquisitors of the Ordo Malleus are drawn from the ranks of the Inquisition, but are trained and conditioned to a far higher standard.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Inquisitor	4	5	5	4	4	2	5	2	9	9	9	9
Psyker Max	4	6	6	4	4	3	6	3	10	10	10	10

Ordo Malleus characters can be created from the Inquisitor profile shown above by using *advance points*. No character created using advance points can have characteristics better than the human psyker maximum. Roll on the following table for the number of advance points available to the Ordo Malleus Inquisitor:

D6	Advance Points (max 9)
1-3	D6
4-5	D6+2
6	9

Inquisitors historical only have D4 advance points, and must be D6 points subtracted at random from the fighting characteristics of the Inquisitor profile. All Ordo Malleus characters have a points value of 38 regardless of the number of advance points added to or subtracted from their profile.

The Ordo prides itself on the psychic abilities of its members. Any Ordo Inquisitor has a 75% chance of being a psyker, who has been judged strong enough to undergo the soul bonding ritual with the Emperor. Unprotected psychics would, of course, be completely useless as Daemonhunters!

Members of the Ordo favour a simple and sinister uniform. They wear black, loose-fitting habits over their armour with large hoods that hide their faces in shadow. Graphic electoos (a form of tattoo) are a traditional, though unofficial, addition to the uniform of the Ordo. Because graphic electoos appear to move beneath the owner's skin, their appearance can be quite disturbing. Again by tradition, Ordo Inquisitors have one graphic electoo for each coven member they have discovered and cleansed, and it is not uncommon for successful Inquisitors to be covered from head to foot in elaborate designs. The designs for Ordo electoos have been fixed for generations, and the motifs chosen are always variations on Daemons and scenes of the daemonic, the Ordo's enemies. This makes an Ordo member's electoos particularly horrifying.

The badge of the Ordo, the Imperial eagle clutching a rod and an axe, is usually worn on the shoulder or the right breast. Proctors and Masters are always psykers, and carry a force rod indicating their authority. In combat this is often supplemented with a power axe.

Suitable personal equipment for members of the Ordo Malleus can be generated using the character equipment charts in the Ordo Malleus Army Lists.

MILITARY UNITS AND THE ORDO

THE GREY KNIGHTS

The Ordo has a complete Chapter of the Legiones Astartes attached to it on a permanent basis. The Grey Knights were a single Chapter created during an unregistered Founding shortly after the (official) Third Founding. Although technically Marines of the Adeptus Astartes, the Grey Knights are, to all intents and purposes, part of the Inquistion. They are listed as a Third Founding unit and, by the Emperor's instruction, were designated Chapter number 666. However, they have never been attached to any Marine force, and by tradition their Chapter Master has always been an Inquisitor of the Ordo rather than a Space Marine. In effect the Grey Knights are a 'Chamber Militant' of the Ordo Malleus, and occasionally refer to themselves as such.

The Grey Knights are fully as effective as any other Marine Chapter. They are specially screened to exclude all but the strongest and most resilient psykers, a measure designed to prevent any Daemonic contamination. As a result, very few of the Grey Knights have any psychic power whatsoever. Their training and surgery rituals are, if anything, more demanding than those of 'ordinary' Marine units.

Recruits are conditioned to ignore pain and fear, and undergo neurosurgery to isolate and bypass their fear centres. They are exposed to wild psykers, mutants and deviants of every kind. They are trained to destroy them without conscious thought. This training produces a rigidly disciplined and controlled mind to which the presence of Daemons is less of a shock than for normal beings. The Grey Knights are also imbued with a zeal and purpose to dwarf that of any other Marine chapter. Often entire companies are granted an audience with the Emperor, a privilege normally reserved for the Adeptus Custodes.

Added to this spirit is the finest equipment in the Imperium. The Grey Knights are given only the best Marine equipment, with battle-proven and improved designs being given to them before any other Marine unit.

OTHER UNITS

Only the Grey Knights survive in the service of the Ordo. All other troops die when given over to them. The reason for non-survival among military units attached to the Ordo Malleus is simple. Any troops that an Inquisitor Ordinary has commanded have been exposed to Daemons. They are privy to one of the most closely-guarded Imperial secrets: that Daemons exist and Chaos is terrible threat. Those that survive a battle or campaign are executed, with full honours, shortly afterwards. They are expendable, and entire Imperial regiments and corps have been despatched by the Ordo Malleus.

The most notable occasion was at the end of the Nexxas Exculpation (M40.561). An incursion by the Traitor Legionnaires of the Emperor's Children was opposed by a complete Imperial Army corps. Once the invasion had been beaten off the corps was destroyed by orbital bombardment from an Ordo warship. The Imperial records were altered to show that a renegade force of Eldar was responsible for the destruction of the unit.

The only general exception to this policy of secrecy-by-extermination are Adeptus Astartes units. Execution of a Marine is seen as wasteful. Marine units are mindscrubbed rather than killed - their memories destroyed rather than their bodies. Mindscrubbing removes any and all memories of the Ordo's true purpose, but requires its victims to be completely retrained. Mindscrubbed Marines cannot even feed themselves, let alone fight for the Imperium.

Of the Adeptus Astartes only the Grey Knights, the Ordo's 'Chamber Militant' are allowed to retain their memories. The centuries have proved that the Grey Knights can keep the secret of the Ordo's hidden war against Chaos as well as any Inquisitor.

DARK MILLENNIUM ARMY LISTS

This section of *Slaves to Darkness* includes four complete army lists, defining the forces of three of the Traitor Legions (the *World Eaters*, the *Emperor's Children* and the *Black Legion*) and the Ordo Malleus/Grey Knights of the Imperium. Other Traitor Legions are covered in *The Lost and the Damned*.

The lists allow you to create battle groups including vehicles, support weaponry and special tactical equipment for any of these forces. The composition of the army you can use in battle varies from list to list, and as a result the tactics and models you may want to use will be different for each Legion. Each of the lists allows a typical force to be chosen within a given points value.

USING THE LISTS

The Traitor Legions have maintained many of the ancient Adeptus Astartes traditions throughout their exile in the Eye of Terror. As a result this introductory rules section is common to all the army lists. Unless noted otherwise, all the Traitor Legions and the Ordo Malleus must obey the restrictions on force selection given in this section. The *Special Weapon Charts* and *Additional Equipment and Weaponry* sections also apply in full to each army.

PERSONALITY MODELS

The senior officer chosen from the Lieutenant Commander, Captain and Lieutenant on each list is designated as the *Detachment Commander*. It is this personality who has ultimate authority on the battlefield. In the list, the characteristic profiles of these models are not necessarily indicative of rank. It is quite possible to have a very experienced Lieutenant (major hero) and a relatively less experienced Captain (champion) in the same force - length of service and rate of attrition account for this situation. This represents both individual differences and the unique requirements of different ranks.

The *Ordo Malleus Army List* also includes Daemonhunters and Inquisitors as personalities.

BASIC EQUIPMENT

Each personality has mandatory equipment considered essential to his function. The points value of all these items is included in the *points per model* cost.

STANDARD EQUIPMENT

Standard Equipment is the gear a personality would normally be expected to carry. It has a pre-set points value and if this option is selected, then *all* of the items specified must be taken. Unwanted equipment and weaponry can be given to other personality models. The pre-set points cost of *Standard Equipment* must be added to the *points per model* cost.

Only the Awkward question; only the Foolish ask twice.

The wise man learns from the deaths of others.

SPECIAL EQUIPMENT CHARTS

Instead of *Standard Equipment*, a personality may have alternative equipment, determined by rolling on the *Special Equipment Charts* (see p250). The appropriate charts, number of rolls and points cost per roll are indicated for each personality type. The points are paid *per roll*, not for the resulting item.

Equipment gained randomly from the charts must be taken, but items may be discarded or given to other personality models if unwanted.

High ranking personalities may modify each of their rolls as follows:

+5 Librarians and Chaplains
+10 Lieutenants
+15 Inquisitors and Captains
+20 Daemonhunters, the Detachment Commander, the Master of the Apothecary and the Chief Librarian

Personalities may choose either the equipment determined by the original roll, or by the roll plus the permitted modifier. Note that, if used, the modifier must be applied in full.

For example, a Captain takes a roll on the *Heavy Weapons* chart. A roll of 57 gives a multi-laser, but alternatively he may add 15 to get a result of 72 - a heavy plasma gun. He may not, however take the multi-melta which lies between these two options.

ADDITIONAL EQUIPMENT

Regardless of whether a personality chooses the *Standard* or *Special* equipment, the *Additional Equipment* listing gives details of any other additional weaponry and equipment that the personality may receive at the indicated points cost.

TECHMARINES

Each list includes details of the specialist Marines known as *Techmarines*. Trained by the Adeptus Mechanicus for their tactical role as field engineers, Techmarines are essential for any action involving vehicles, support weapons or engineering work. Unlike normal Marine troopers, Techmarines are trained to be able to operate on their own.

TECHMARINES IN THE LIST

The number of Techmarines available to a player is randomly determined by rolling a number of D6s. This is the maximum number allowed - a player may have fewer Techmarines in the detachment if he so wishes, but the force may never have more vehicles, dreadnoughts or other machines than it has Techmarines.

Techmarines are essential if vehicles and support weapons are to be included in a detachment. Normally the Detachment Commander would not contemplate sundering Techmarines from machinery, and will therefore ensure that each Techmarine is taken together with an associated piece of hardware. Consequently it is not necessary to include all available Techmarines in a force, but there must must be at least one for each vehicle (excluding bikes), support weapon, dreadnought and maniple of robots (see *Additional Equipment and Weaponry* for further details).

The Traitor Legions also use Techmarines to control squads of Beastman Slaves and Chaos Spawn. Each squad of Beastman Slaves needs a Techmarine with a frenzon wrist controller in addition to his communicator. A Techmarine Slavemaster can induce any *psychological* effect required in his charges, and execute them by detonating their explosive collars. On the battlefield a Techmarine need not remain with his slaves, but he should maintain a line of sight to them.

Chaos Spawn require a Techmarine to act as their Handler. A single Techmarine may control any number of Chaos Spawn. The Spawn must act as a single unit: no model (including the Handler) may move more than 2" away from at least one other member of the same unit.

TECHMARINES IN ACTION

A Techmarine, though linked to a particular machine, does not have to remain with it during battle (drivers are an obvious exception). Techmarines can move and fight just like any other personality model, but they are also capable of repairing vehicles, dreadnoughts and robots that have sustained critical hits.

When a vehicle has received special damage as a result of a critical hit, the Techmarine may attempt to restore its functions. Special damage, other than damage to occupants or complete destruction of the vehicle, can be attended to by the Techmarine, whose technical expertise is profound. When the Techmarine arrives at the vehicle roll a D6. On a score of 6 the damage is repaired and the machine will function again next turn. On a score of 1, the vehicle is damaged beyond redemption and the Techmarine will spend the remainder of the turn reciting the last rites for it. On a score of 2-5, roll again next turn, because the Techmarine is engaged in deep 'communion' with the machine; restoration and repair may yet be possible.

SQUADS

Most troops in a force are part of a squad. The Traitor Legions have, with some modifications, retained their old Marine structure; it is efficient, convenient and has the force of tradition. The *Codex Imperialis*, which dictates the armament of each of the three types of squad, has a general application to all the army lists presented here.

The *Basic* and *Standard* equipment of each squad is included in the *points per squad* value. The Codex also permits various *Optional Upgrades*. These upgrades are unusual in that they must be applied to every squad of that type present in an army - you cannot single out a specific squad and simply upgrade that one alone. Even the Traitor Legions follow this practice.

As a consequence, the total cost for any upgrade depends (in part) on the number of squads of that particular type. The costs for these upgrades are *per squad*, and this must be multiplied by the number of squads of that type to find the full cost to the player.

For example, Grey Knight tactical squads are normally armed with a flamer, but the list allows you to substitute this with a shuriken catapult. The cost for the flamer (2 points) has already been included in the *points per squad* value, so the additional cost for the shuriken catapult is 8 points. This is the cost for a single squad, so if a player has choosen 3 Tactical Squads the total cost is 8 x 3 = 24 points.

Any squad may be split into two half-sized squads. This should be done *after* the armament of the full squad has been determined.

TRAITOR LEGIONNAIRES, CHAOS ATTRIBUTES AND REWARDS

Many Traitor Legionniares and their slaves have Chaos attributes. These are randomly determined using the *Personal Attribute Table* found in the *Mark of Chaos* (pl13). Only personal attributes are used in **Warhammer 40,000**, even for units.

For ease of play all the models within a single squad are assumed to have the same attribute(s). Personal attributes are generated for an entire unit and applied equally to each model within the unit. Separate attributes may be generated for the unit sargeant if required.

Attributes for personalities are determined separately for each individual in the usual fashion. This can also be done for each model in a unit, but this may add considerable time to the game in keeping track of individual unit members and their attributes.

A random maximum number of attributes is available to personalities and squads. This is given in the army list for each each Legion. Models need not be given the maximum number of attributes (or any attributes at all) if you do not wish to use them.

Traitor Legionnaire personalities may also receive Chaos rewards, either through the *Arms of Chaos* equipment chart or by purchasing a single reward as 'additional equipment' for the model. Rewards received in these two ways appear to have different points values, but remember that the points are paid for a roll on a table, not the final result.

Rewards are randomly determined using the appropriate *Rewards of...* table for the Legion's Chaos Power (see pp47-51 for Khorne and Slaanesh, and **The Lost and The Damned** for Nurgle and Tzeentch). The *Chaos Rewards Table* (p45) is only used to determine rewards for Black Legion personalities.

NEW WEAPONS AND EQUIPMENT

The courage shown by the officers and men of the Company was inspirational. They carried out their duty to the Emperor with exemplary determination and skill. In difficult circumstances they managed to acquit themselves in the manner expected of the Regiment. The selflessness and sacrifice demonstrated by the entire Company is, and will remain, a shining example of bravery. There were no survivors of the action.

- Approved Records Text: for posthumous use by units attached to the Ordo

PSYCANNON

The psycannon is a long, elegant handgun, a development of the trusty and brutal bolt pistol. It fires a tiny bolt which is heavily impregnated with negative psychic energy, as used in the manufacture of psyk-out shells.

A psycannon bolt does some damage by bolt impact, and causes one *Wound*. However, its devastating effect on the psyche (as well as the physical body) is only apparent when it is used against a psychic target. Psykers, Daemons, Possessees and creatures with psi-based abilities suffer 1D6 *Wounds* and lose 1D4 points of *psi-level* and 2D4 *psi-points* when hit by a psycannon bolt.

Only the Ordo Malleus and other High Inquisitors, the most trusted and valued of Imperial servants, regularly carry psycannons. Difficulties in manufacture, in particular a dearth of negative psychic energy (even with the discovery that Sensei can be rendered down for such energy), make psycannons rare weapons. Partly because of this rarity and partly because of their limited utility against non-psykers, the psycannon is a badge of office for Imperial Daemonhunters.

PSYK-OUT GRENADES AND MISSILES

Psyk-out shells are impregnated with negative psychic energy. This is collected from the by-products of the Emperor's metabolism or rendered down from captured Sensei. No other sources of this energy have been discovered, which makes psyk-out weapons a rarity.

The effects of a psyk-out weapon depend upon the target:

Psykers: Any psyker within the effect area (1½" radius) of the shell loses D6 *psi-points* immediately, and 1 point of *psi-level* permanently. In addition any psychic powers being employed in the area, through the area or into the area are instantly negated. This includes any protective psychic *Auras*.

Daemons: A psyk-out grenade exploding within a 1½" radius of a Daemon causes D10 *Strength* 8 hits against Possessees and Summoned Daemons caught within this area. *Psychic saves* may be made to avoid the hits (one save per hit).

Others: A psyk-out weapon has no effect upon ordinary creatures.

The energy needed to create these weapons is so great that support versions (see **WH40K** p97) of psyk-out grenades are available only on the most limited basis. It is possible to make 'x3 psyk-out missiles', 'x4' etc, but these have a points value of 300 x multiplier size. A x5 psyk-out missile, with a 2½" radius effect area against Daemons would cost 1500 points. This replaces the points value given on **WH40K** p59.

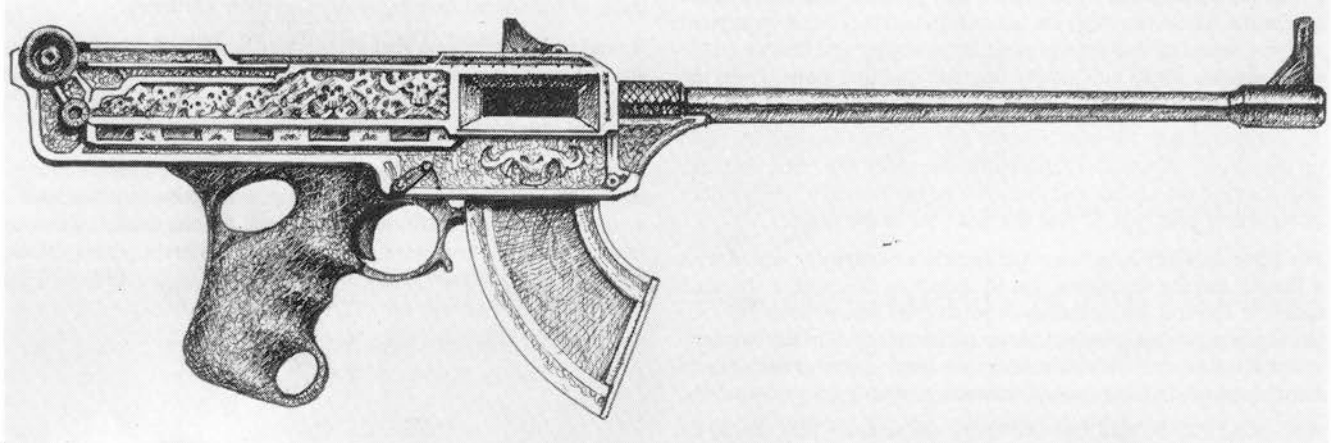
Psyk-out scatter support missiles are more freely available to Imperial forces. These have a value of 110 points.

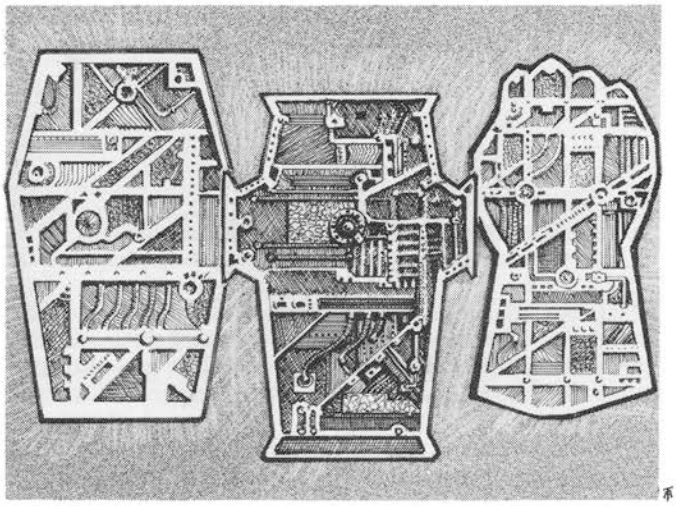
The rules presented here supercede those given in the main **Warhammer 40,000** rulebook.

WEAPON SUMMARY

Weapon Type	Short Range	Long Range	Shooting to Hit Short	Shooting to Hit Long	Strength	Damage	Save Modifier	Type C	Type H	Type S	Type F	Area	Points Value
Psycannon	0-6"	6-12"			6	Special	-2	x					100*
Thrown Grenades													
Psyk-out (vs psykers)	0-4"	4-8"	always hits							x		1½"	10 (1)
Psyk-out (vs Daemons)	0-4"	4-8"		-1	8	D10	-6			x		1½"	10 (1)
Grenade Launcher	0-20"	20-60"		-1						½"	x		15
Missile Launcher	0-20"	20-72"								2"	x		30

* A psycannon is usually fitted with a targeter (5 points extra on the value).





COMBINATION WEAPONS

'Combi-weapons' are custom-built devices which incorporate two or more firearms in one unit. The component firearms will be a mixture of *Standard* and *Close Combat* weapons, and the user can elect to fire one, some or all of these weapons simultaneously.

Each combination weapon is meticulously crafted according to the requirements of a particular individual. Consequently each one is expensive and unique. Some combi-weapons can incorporate 3 or 4 component weapon types; various shields, smoke dischargers, micro-grenade launchers, phase-field generators and any other features according to the individual's specification. Battlefield combi-weapons are usually less complex, rarely including more than three component weapons.

Combination weapons are only available to personalities through a random result on the *Special Equipment Charts*. If a combi-weapon is taken its component firearms should be generated randomly as follows:

D6	Number of Barrels
1-3	Double-barrelled
4-5	Triple-barrelled
6	D6 barrels

Once the number of barrels has been determined, the weapon type for each barrel is generated randomly by rolling on either the *Standard* or *Close Comabt* equipment chart (player's choice for each barrel). These rolls do not cost any extra points, and non-firearm results are ignored (roll again).

Every weapon will include the appropriate number of suspensors and a targeter. Even so, a combi-weapon remains a complex device, such that for each 'barrel' fired simultaneously the model will suffer a -1 on each *to hit* roll (ie -1 if one barrel fired, -2 if two barrels fired and so on). The model must have been stationary during its turn to fire more than one barrel.

POWER SHIELD

Power shields are used by Assault Squads where a decision has been made to sacrifice one hand-held weapon for the additional close combat protection.

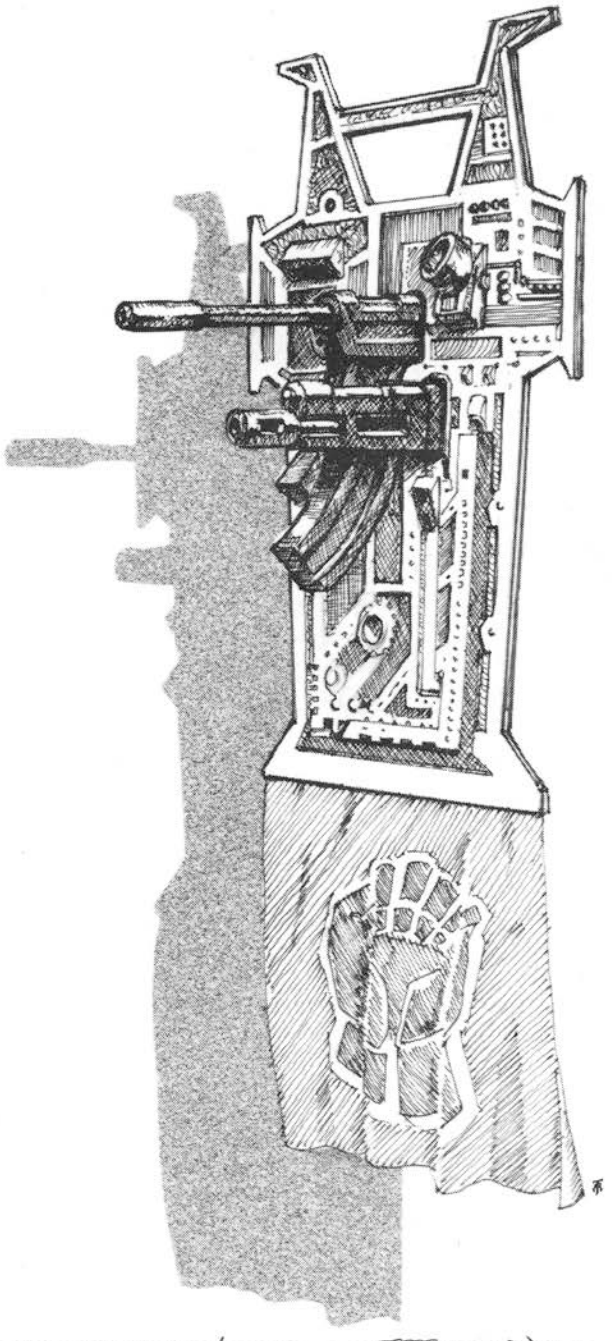
A power shield is a thin sheet of plasteel with a very small power field generator incorporated into the design. The generator produces a small power field sufficient to cover the surface of the shield.

A model equipped with a power shield adds +1 to its *saving throw* against all missile weapons. At close range and in close combat, add +2 to the *saving throw.* No addition is made to the *saving throw* against explosions.

The form of the power shield varies considerably from Chapter to Chapter. For example, the Crimson Fists favour coffin-shaped shields, while the Blood Angels use a cruciform shield and the Iron Fists bear shields moulded with a medieval gauntlet. Often a cloth banner bearing the Chapter insignia will be hung below the power shield, and on ceremonial occasions high ranking chapter officials are often accompanied by a shield bearer with such a shield.

IMPERIAL STASIS FIELD

The Imperial stasis field is a further developement of the primitive stasis field which is commonly available. The advantage of the Imperial stasis field is that the duration of its effect can be controlled. In the turn in which the model activates his field, he can nominate how many turns he will be 'in stasis', reappearing at the end of the nominated final turn.



Victory needs no explanation; defeat allows none.

CHAOS ARMOUR

Chaos Armour is a mark of the a Chaos Power's great favour for its wearer. It is usually a suit of strangely wrought plate mail, made from some alien material which is only partly metallic.

Chaos Renegades can receive Chaos Armour as one of their rewards - it is a tangible mark of their service to a Chaos Power. Some Summoned Chaos Daemons wear suits of Chaos Armour drawn from the stuff of the warp. A few of the most favoured Traitor Legionnaires of Chaos also wear it as a badge of their loyalty.

Chaos Armour in **Warhammer 40,000** has all the powers listed in the *Chaos Armour* section of *The Magic of Chaos* (see pl00). For ease of play these are repeated here and modified slightly for use in **Warhammer 40,000** games.

1 Chaos Armour grants its wearer an *armour saving throw* of 5 or 6. This may be increased with bonuses of +1 or more up to an *armour saving throw* of 2, 3, 4, 5 or 6. Each time a Chaos Renegade receives a suit of Chaos Armour after the first, his *armour saving throw* is increased by one.

2 Chaos Armour can fuse with the Chaos Renegade who receives it, increasing *Toughness* by one. See the *Chaos Rewards Table* (p45).

3 Chaos Armour imposes no *Movement* penalties on its wearer.

4 A follower or Daemon of Chaos can cast spells while wearing Chaos Armour. Unlike other forms of armour, Chaos Armour does not affect its wearer's ability to cast magic spells.

5 Chaos Armour also grants its wearer a +1 bonus to *Will Power* on all *psychic* or *magic saving throws*.

6 Chaos Armour functions as a sealed suit (see **WH40k** pl24), isolating its wearer from all gases or harmful atmospheres.

7 Chaos Armour is assumed to include a helmet that protects its wearer's eyes from blinding flashes. The wearer is entitled to make an *armour saving throw* against blindness.

8 Chaos Armour is partly 'alive' and offers limited immunity against virus attacks. The wearer may make a an *armour saving throw* against the effects of a virus grenade, shell, missile or mine.

9 Chaos Armour can adapt itself to accommodate any attributes or gifts which its wearer subsequently gains. It changes to match the new shape of its wearer, unlike mundane or 'normal' magical armour, which must be discarded or remade.

10 A suit of Chaos Armour is created especially for a single creature, and cannot be used effectively by anyone else. If Chaos Armour is taken from its wearer during a campaign and used by anyone else it acts as 'normal' plate armour, with an *armour saving throw* of 5 or 6. It has no other powers. Once Chaos Armour has fused with its wearer it cannot be removed; it is the wearer's skin, and removal would be fatal. Such armour cannot be used by anyone else.

The points cost of Chaos Armour in **Warhammer 40,000** games is 50 points.

Chaos Renegades who are generated using the system presented in this chapter do not have to pay this points cost for Chaos Armour. The cost of their armour is subsumed into the random generation system.

CHAOS AND DAEMON WEAPONS, AND OTHER MAGIC ITEMS

Chaos Weapons, Daemon Weapons and other magic items listed in *The Mark of Chaos* have all the powers given in that chapter. The powers and effects for **Warhammer Fantasy Battle** should be used in **Warhammer 40,000** battles.

Any magic item that has an effect upon *magic points* has exactly the same effect on *psi-points* in **Warhammer 40,000** games.

EXPLOSIVE COLLARS

All the Traitor Legions fit their slaves with explosive collars as a matter of course. Each collar has a powerful explosive charge, sufficient to decapitate its wearer, which can be remotely detonated by a command signal. The threat of summary beheading ensures obedience even from the most truculent of servants. Often such explosive collars are also fitted with a frenzon dispenser. In battle slave squad is controlled by a Techmarine. His frenzon controller and communicator allows him to control the squad's behaviour and punish it. Cowardice, for example, usually results in explosive decapitations.

Explosive collars can be detonated at the start of any *combat phase* by any personality model on the same side. A communicator (to transmit the appropriate command signal) is required, and all the collars on surviving squad members explode at the same time (a particular slave cannot be singled out for summary punishment). The detonation of an explosive collar has the same effect as a frag grenade. As a result collars are often detonated when slave units are in close proximity to the enemy, and not only when a slave unit has broken and run.

'Attack' is the only order worth remembering.

You must face the truth squarely and without flinching from duty. Our Enemies are mortal no longer. Mercy for such as they is a chimera, self-deception is its only ally. Dedicate this weapon, given unto your hand at the behest of the Emperor, to their destruction. Regard its function as your only duty: you live only to bring cleansing fire. Take up your rod and staff, your armour and psycannon, and go forth.

- Lectures to the Ordo, Inquisitor Historical Galbus Heer

SPAWNGOAD

A pointed electrified stick made of plasteeel. It is used to guide Chaos Spawn in the required direction. A spawngoad counts as an improvised weapon if used in close combat.

ARMOUR AND STANDARDS

All Traitor Legions and Grey Knights, regardless of rank, are issued with the standard panoply of their Chapter. Design details of the armour may vary according to the traditions of the Chapter and the materials and equipment available to them.

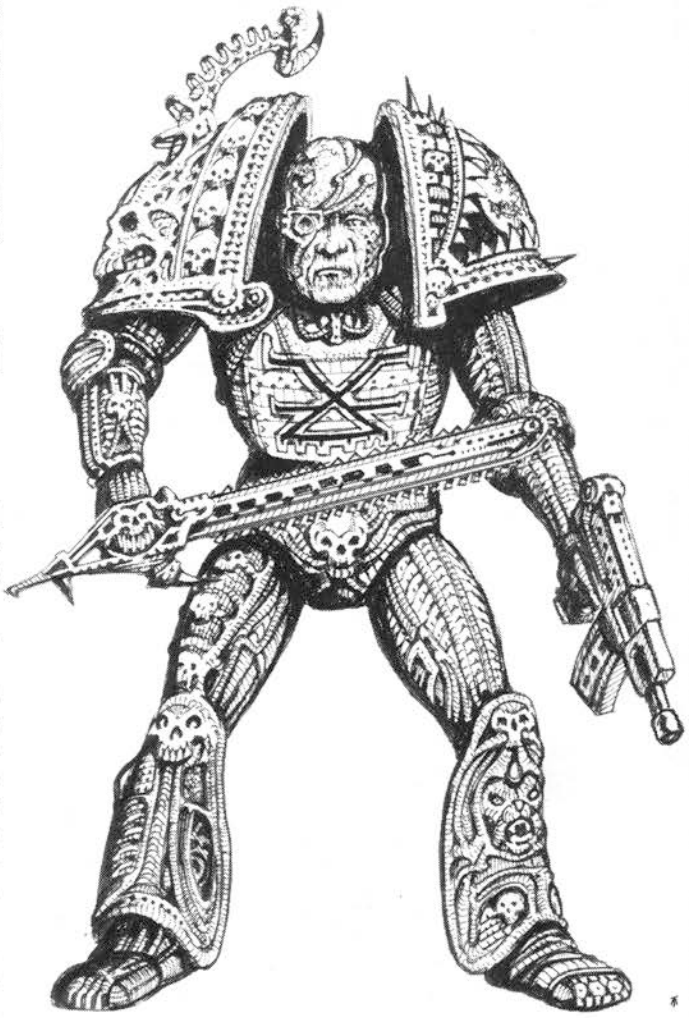
In many Chapters there is a tradition of allowing individuals to modify equipment according to their own tastes or that of their Commander. The most common manifestation of this is that personality models will often have shoulder plates, helmets or breastplates of distinctive design to distinguish their specialist role. For example, Chaplains favour skull-shaped shoulder plates and breastplates while officers have skull and eagle motifs, Medics are distinguished by the snake emblem and Techmarines with the claw emblem. Veteran squads with a strong sense of unity may customize their equipment with moulded embellishments. This entire process has been carried to extremes by all the Traitor Legions, and is described in each army list.

Banners are a part of the panoply of war. At no extra cost all Marines can be equipped with a telescopic aerial on their backpacks, complete with integral banner. These are used on ceremonial occasions, and are often displayed in battle to help identify squads. It is common practice for one member of each squad to display a banner, which acts as a focal point for the rest of the squad and marks the position and progress of the squad on the battlefield. Volunteering to display the banner is considered an act of heroism and is a privelege which is eagerly sought.

At the discretion of the Detachment Commander one of the Chapter or Legion standards may be carried into battle. The standard may be carried by any Marine model or mounted on a vehicle. Between 4-8 feet square and bearing the insigna of the Chapter or Legion together with its sacred motifs and battle honours, the standards are usually hung in a place of honour within the unit's fortress-monastery. They are revered as the embodiment of the Chapter or Legion's fighting spirit. Many standards are ancient relics, which in the case of the Traitor Legions date back to the Horus Heresy. They have been carried into battle time and again. Old, tattered and fragile banners are devoutly restored and new battle honours are added.

SUPPORT WEAPONS

Both the Rhino and Land Raider are capable of towing the Thudd Gun, Rapier and Tarantula around the battlefield without penalty (the Mole Mortar is normally stored). Limbering (or stowing) the weapon must be performed by the weapon's crew, and these then clamber on (or in) the vehicle. Limbering the weapon takes place during the *movement phase*. On the first phase (the one in which the weapon was attached), the vehicle's rate is reduced by 50%, but on subsequent phases the vehicle may move normally. Unlimbering also takes place during the *movement phase*, and if the vehicle has travelled less than half its permitted distance the weapon can be set up ready to fire on the *shooting phase*.



OFF-TABLE SUPPORT

The type of fire required is not specified by the player before the battle (see *Requesting Support Fire* below), but once these points have been set aside they cannot be used for anything else.

Spotters

One Techmarine may be nominated as a *spotter* for the supporting fire. He may not drive a vehicle or act as custodian for any weapon or item of equipment.

Requesting Supporting Fire

Support fire may be called down by the spotter, Lieutenant Commander, Captain, Lieutenant, or by any Chaplain or Librarian. The personality requesting supporting fire must remain stationary for his entire turn and the target of the supporting fire must be visible to him. See **WH40K** (p97) for the range of options available to a model.

Whoever makes the request for supporting fire must make a 2D6 roll against his *Leadership* before the *shooting phase* of his turn. If successful, the supporting fire will be of the type requested by the model, and will fall during the *shooting phase* of his turn.

If the roll fails, it means that the type of supporting fire requested is not available (and remains unavailable for the rest of the battle). A different type of supporting fire may be requested in the player's next turn.

Points are only 'spent' when a request for supporting fire succeeds. Supporting fire may be requested until the total points value allocated to supporting fire is expended. Only one individual may attempt to call down supporting fire per turn.

SPECIAL EQUIPMENT CHARTS

The *Special Equipment Charts* option presented for each personality lists the charts that can be used. These can be consulted if the personality has not taken the *Standard Equipment* option.

On each chart a pre-set points cost is paid per D100 roll. The resulting weaponry or equipment must be taken at the *cost per roll*, although unwanted equipment may be given to other personality models. Re-rolls on a chart are not allowed and, once generated, equipment cannot be given back and the points recovered.

Each chart allows a *maximum number* of rolls. If permitted to use the chart, a personality can have as many rolls as indicated by this number, although the maximum number of rolls need not be made. Each roll must be paid for according to the cost for that particular chart. A personality not taking the maximum number of rolls for a specific chart cannot transfer 'unused' rolls to another chart.

Some personality models may add a bonus to their D100 roll, to reflect their greater access to special and unusual equipment. The bonus can result in scores over 100, and the charts have been extended to allow for this eventuality.

+5	Librarians and Chaplains
+10	Lieutenants
+15	Inquisitors and Captains
+20	Daemonhunters, the Detachment Commander, the Master of the Apothecary and the Chief Librarian

If a bonus is added to a roll, the *full* amount of the bonus must be added. For example, a Captain with a result of 1 on the *Standard Weapons Chart* (a Shotgun) may increase this by 15 to 16 (an Auto-gun). He may not increase the roll by anything less than 15, and so cannot have a result of 06-10 (a Needler).

CLOSE COMBAT WEAPONS CHART

Cost: 3 points per D100 roll
Maximum number of rolls: 2

D100	Result	D100	Result
01-15	Sword or Combat Accessory	76-80	Web Gun
16-20	Power Shield	81-85	Plasma Pistol
21-25	Stub Gun	86-90	Power Axe
26-30	Sawn-off Shotgun	91-95	Power Sword
31-35	Needle Pistol	96-100	Power Glove
36-45	Las-pistol	101-104	Shuriken Pistol
46-55	Auto Pistol	105-110	Jokaero Digital Weapon (D3 roll)
56-65	Bolt Pistol	111-114	Neuro-disrupter
66-70	Chainsword	115-120	Combi-weapon
71-75	Hand Flamer		

HEAVY WEAPONS CHART

Cost: 50 points per D100 roll
Maximum number of rolls: 1

D100	Result	D100	Result
01-20	Heavy Bolter	51-55	Auto-cannon
21-40	Missile Launcher (with Crack and 2 other random missile types)	56-60	Multi-laser
		61-70	Multi-melta
		71-80	Heavy Plasma Gun
		81-90	Las-cannon
41-50	Heavy Webber	91-120	D-Cannon

All heavy weapons are supplied with targeter and suspensors.

EQUIPMENT AND BIONICS CHART

Cost: 5 points per D100 roll
Maximum number of rolls: 4

D100	Result	D100	Result
01-15	Bio-scanner	92-94	Bionic eye (including targeter, bio and energy scanners)
16-35	Energy scanner		
36-45	Displacer field		
46-60	Refractor field		
61-75	Conversion field	95-97	Bionic legs
76-85	Upgrade Jump Pack to Flight Pack	98-100	Bionic lungs
		101-105	Stasis field
86-88	Bionic arm	106-110	Frenzon
89-91	Bionic ears	111-120	Powerboard

GRENADES/MISSILES CHART

Cost: 7 points per D100 roll
Maximum number of rolls: 2

D100	Result	D100	Result
01-12	Frag	47-48	Stumm
13-25	Crack	49	Tanglefoot
26-28	Smoke	50	Toxin gas
29-31	Anti-plant	51-58	Haywire
32-34	Blind	59-65	Melta-bomb
35-37	Choke	66-79	Plasma (1)
38-40	Hallucinogen	80-86	Rad
41-42	Knock-out	87-92	Stasis
43-44	Photon	93-98	Virus (4)
45-46	Scare gas	99-120	Vortex (1)

Except for rare types (quantity specified in brackets), enough grenades/missiles are obtained to last for the entire battle.

ARMS OF CHAOS CHART

Cost: 50 points per D100 roll
Maximum number of rolls: 3

D100	Result
01-05	Personal Chaos attribute (randomly generated)
06-15	Reward from patron Chaos Power's *Rewards of...* table
16-30	Chaos Steed
31-40	Mount of patron Chaos Power (or Chaos Steed)
41-50	Chaos Weapon with one random property
51-55	Chaos Armour
56-70	Chaos Weapon with D3 random properties
71-80	Chaos Armour +1
81-85	Daemonic Familiar*
86-95	Chaos Armour +2
96-100	D4+1 Hunting Beasts of patron Chaos Power (or Chaos Hounds)
100-115	Chaos Armour +3
116-120	Daemon Weapon**

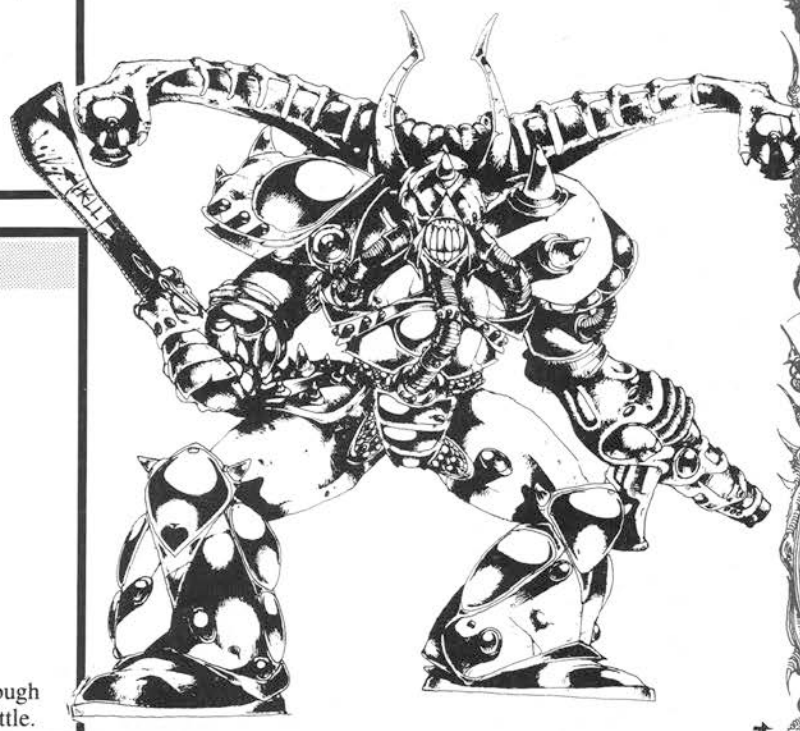
* Re-roll this result for World Eater Legionnaires.

** Daemon Weapons should be generated using the system given in *The Magic of Chaos* (p94). The Daemon within the weapon is loyal to the same Chaos Power as its bearer.

STANDARD WEAPONS CHART

Cost: 3 points per D100 roll
Maximum number of rolls: 1

D100	Result	D100	Result
01-05	Shotgun	81-85	Graviton Gun
06-10	Needler	86-95	Plasma Gun
11-20	Auto-gun	96-105	Melta-gun
21-40	Las-gun	106-112	Shuriken Catapult
41-60	Bolt Gun	113-120	Combi-weapon
61-80	Flamer		



ADDITIONAL EQUIPMENT AND WEAPONRY

Each Chapter and Legion has an extensive reserve of equipment, weapons and so forth which can be used by a detachment. In principle, the full range of hardware is available, but at any one time various operational and manning constraints limit the options open to the Detachment Commander, and this is reflected in the lists below.

With the exception of single-seat bikes, all support weapons and vehicles require Techmarine custodians, drivers or crew. Use of all this equipment assumes a sufficient number of Techmarines as generated by the army list.

Any listed vehicle may be substituted by a vehicle of the player's own design providing that the new vehicle does not exceed the points value of the replaced vehicle. However, the mode of propulsion may be different (tracks, wheels, hover etc), as desired by the player.

VEHICLES

MOUNT ANY PERSONALITY ON (points cost per vehicle):

Vincent Black Shadow motorcycle	80
Black Shadow sidecar combination*	140
Mkl4 Bullock Jet Cycle	110
Imperial Land Speeder*	200
Auto-system upgrade (any vehicle)	10

*These vehicles seat two models. A Techmarine or another personality model must be used as co-driver.

MOUNT ONE SQUAD ON (points cost per vehicle):

Vincent Black Shadow motorcycles	80
Black Shadow sidecar combinations*	140
Mkl4 Bullock Jet Cycles	110
Imperial Land Speeders*	200

* These vehicles seat two models. One techmarine is required for each of these vehicles.

One squad in the force may be mounted on each of the above vehicles. The whole squad must be mounted and the full points cost paid.

OTHER VEHICLES AVAILABLE (points cost per vehicle):

1 Rhino per squad	370
D6-3 Land Raiders	750
Grav-Attacks	240

SUPPORT WEAPONS

One techmarine is required for each of the following:

SUPPORT WEAPONS (points cost per weapon)

Mole Mortar	60
Thudd Gun	50

RAPIERS (points cost per Rapier)

Multi-laser	180
Multi-melta	190
Las-cannon	220

TARANTULAS (points cost per Tarantula):

Grenade Launcher	80
Heavy Plasma Gun	200
Heavy Bolter	80
Las-cannon	230
Missile Launcher	110
Multi-melta	150
Conversion Beam	150

A Tarantula has two weapons of identical type.

DREADNOUGHTS: 0-2000 POINTS

One Techmarine is required for each dreadnought.

DREADNOUGHTS (points cost per dreadnought):

Contemptor	200
Deredo	220
Furibundus	280

ROBOTS: 0-4000 POINTS

0-4 maniples of 4 robots at a cost of 0-1000 points per maniple (including program). One Techmarine is required for each maniple of robots.

ROBOTS (points cost per robot):

Crusader	170
Colossus	110
Castellan	140
Cataphract	190
Conqueror	160

Robots may have programs selected from the following:

PROGRAMS (points cost per robot):

General Battle	35
Take and Hold/Defensive	50
Defensive	45
Bombot	20

TACTICAL EQUIPMENT

One Techmarine is required for every five Bombots. All other items of tactical equipment require one Techmarine for each item of equipment.

TACTICAL EQUIPMENT (points cost per item):

Bombot (10 maximum)	5
Las-cutter	35
Phase Field Generator	50
Teleport Homer (1 maximum)	20

OFF-TABLE SUPPORT: 0-1000 POINTS

0-1000 points may be allocated to supporting fire from beyond the battle zone. See *Off-table Support* (p253) for details of spotters and requesting supporting fire.

EQUIPMENT PROFILES

VEHICLES

Vehicle	Land Max	Land Acc/Dec	Air Max	Air Min	Air Acc/Dec	TRR	Cp	T	D	Sv	Eq	W	Equipment/Armament	Crew	PV
VINCENT BLACK SHADOW BIKE	32	16	-	-	-	½	1	5	1	5	4	4	2 bolt guns (including targeter) - *forward firing only at same target*	1	80
BLACK SHADOW COMBINATION	24	12	-	-	-	1	2	5	2	5-6	6	8	2 bolt guns - *forward firing only at same target*, multi-melta (including targeter), auto-aim	1	140
MK14 BULLOCK JET CYCLE	30	10	300	10	30	⅓	1	4	1	6	4	4	2 bolt guns (including targeters) - *forward firing only at same target*	1	110
IMPERIAL LAND SPEEDER	24	8	-	-	-	1	2	7	15	6	8	6	Melta-gun (including targeter) - *forward firing only at same target*, multi-melta (including targeter), auto-drive, auto-aim, communicator	2	200
RHINO	16	4	-	-	-	1	12	8	40	4-6	12	10	2 bolt guns (including targeters), provision for 8 weapons points, 1″ radius power field, power field synchroniser, auto-drive, auto-aim, auto-fac, ejector seats, communicator, sensor package (bio-scanner, energy scanner, rad-counter), medi-pack	2 (12)	370
LAND RAIDER	20	7	-	-	-	1	12	8	50	2-6	14	12	2 twin las-cannons (including targeters) - *synchronised fire*, 2 heavy bolters, 2 1″ radius power fields, 2 power field synchronisers, auto-drive, auto-aim, auto-fac, ejector seats, communicator, sensor package (bio-scanner, energy scanner, rad-counter), medi-pack	2 (12)	750
GRAV ATTACK	20	6	-	-	-	1	5	7	22	5-6	8	8	Multi-laser (including targeter), 2 bolt guns (including targeters) - *forward firing only at same target*, auto-drive, auto-aim, energy scanner	5	240

SUPPORT WEAPONS

Weapon	Land Max	Land Acc/Dec	Air Max	Air Min	Air Acc/Dec	TRR	Cp	T	D	Sv	Eq	W	Equipment/Armament	Crew	PV
RAPIER	24	6	-	-	-	½	2	8	15	6	4	4	Auto drive, targeter, multi-laser	2	180

Weapon	M	BS	S	T	D	I	Equipment/Armament	Crew	PV
TARANTULA	6	5	5	5	5	5	Auto-aim, 2 targeters, 2 las-cannons	1	230

Weapon Type	Short Range	Long Range	Shooting to Hit Short	Shooting to Hit Long	S	D	Sv	C	Type H	Type S	Type F	Area	Tech Level	Crew	PV
MOLE MORTAR	6-24	24-48	-1	-2	6	1			2″	x		3″	6	2	60
THUDD GUN	0-12	12-36		-1	6	1	-2		4″	x		1″	5	1	50

DREADNOUGHTS *All the dreadnoughts below have a spinal link control system and crystal battery power plant.*

Class	M	WS	BS	S	T	D	I	A	Sv	H	E	Equipment/Armament	PV
CONTEMPTOR	6	6	6	8	8	11	5(6)	3	4-6	4	6	4 bolt guns (with targeter program - *synchronised fire*), 1″ power field, power field synchroniser, jump pack, sensor package	200
DEREDEO	5	3	8	6	7	10	6(7)	2	3-6	3	6	Bolt gun, missile launcher, (each limb has own targeter program), crack & frag missiles, 1″ power field, power field synchroniser, sensor package (bio-scanner, energy scanner, rad-counter)	220
FURIBUNDUS	4	3	9	1	10	20	6(7)	1	2-6	3	4	2 bolt guns, las-cannon, (each limb has own targeter program), 1″ power field, power field synchroniser, sensor package (bio-scanner, energy scanner, rad-counter)	280

ROBOTS *The cost of the selected program must be added to the points value.*

Class	M	WS	BS	S	T	D	I	A	Sv	H	E	Equipment/Armament	PV
CRUSADER	8	8	5	0	8	8	6	2	4-6	4	1	2 power swords, las-cannon, cortex	170
COLOSSUS	4	4	8	0	10	17	4	1	2-6	4	4	Bolt gun, melta gun, siege hammer, cortex, 1″ power field, power field synchroniser	110
CASTELLAN	4	8	6	0	10	15	6	2	3-6	4	4	2 power gloves, heavy bolter, cortex, 1″ power field, power field synchroniser	140
CATAPHRACT	6	6	6	5	8	11	6	2	2-6	4	4	Las-cannon, bolt gun, flamer, cortex, 1″ power field, power field synchroniser	190
CONQUEROR	6	3	6	5	8	13	6	1	2-6	5	4	2 power swords, 1 las-cannon, cortex, 1″ power field, power field synchroniser	160

WORLD EATERS ARMY LIST

The World Eaters were First Founding Space Marines, and still regard themselves as such. It is the later Foundings under their false 'Emperor of Mankind' who have turned from the true path and become decadent and depraved.

Even before the Horus Heresy, the World Eaters were noted for their bloody-handed approach to warfare and the savagery of their training, Chapter rituals and treatment of enemies. Their use of psycho-surgery to alter the pleasure centres of recruits' brains was, however, frowned upon by the Imperium. The link between bloodshed and pleasure became so strong in some World Eater Marines that they were almost uncontrollable away from the battlefield.

It was a simple matter for the possessed Horus to bring the Chapter to the worship of Chaos, and Khorne in particular. The Chapter rituals needed little modification, and the World Eaters quickly became loyal to Khorne, the bloodiest of the warp Powers.

Once held up as an example of loyalty by the Emperor, the World Eaters were at the forefront of the rebel Legions during the Heresy. Their unit records claim that it was they, and not the Sons of Horus, who first breached the walls of the Outer Palace.

The World Eaters continued and strengthened their blood traditions while in exile, tying themselves ever closer to Khorne and his Daemons. Many World Eaters officers gave themselves to possessing Daemons long ago, and the remaining companies of the Legion include at least one possessed model. To the Legionnaires this is merely a sign of Khorne's esteem, and they take an unholy joy in slaying in his name - a joy reinforced by their altered nervous systems.

World Eater Legionnaires carry a large number of close combat weapons into battle. Chainswords are the preferred weapon of combat, unless a Khorne-given Chaos or Daemon Weapon has been granted. Competition to be first into the fray and the first to kill for the Blood God is fierce.

Over their centuries of exile this competition has been refined and formalized in the Company of the Chosen, warriors who have demonstrated that their devotion to Khorne is fanatical in the extreme. This devotion is also a result of over-zealous psycho-surgery. Dressed in armour of red and brass, these Chosen Legionnaires are the first into any battle and the last to leave the field. Their delight in death and pain is so strong that they have been known to fall on their own chainswords as sacrifices to the Blood God.

The World Eaters wear armour in Khorne's colours of red and black. Individual patterns vary, but the right gauntlet is always painted red as a mark of loyalty to Khorne. Khorne's stylised skull-rune is painted and carved on many suits of powered armour.

However, the original chapter colours of white and blue are still visible on some items of World Eater armour and equipment. Often a shoulder piece, a breastplate or a single piece of armour has come from one of the Legion's original Space Marines and has been incorporated (without redecoration) into the Legion's new armour. In this way the courage of the original rebel Traitor Legionnaires is passed on to the entire Legion.

WORLD EATER LEGION SPECIAL RULES

1 World Eater Legionnaires are subject to *hatred* of all mortal followers of Slaanesh, Space Marines, Inquisitors, psykers and spellcasters of any type.

2 A World Eater Legionnaire is immune to the *fear* effects of Khornate Daemons.

3 All members of the World Eater Legion receive a +1 bonus to their *Will Power* when making *psychic saves*.

4 Legionnaires from the Company of the Chosen are subject to *frenzy* when within 12" of an enemy model.

++ Commander. They beg for mercy -
++ Mercy! Oh Lord Khorne, truly have you led us to a land overflowing with blood and skulls! Give them the mercy of death.
++ Affirm. Blood! Blood! Blood for my Lord!
++ Chosen of Khorne. lead us in the final assault!
++ Blood for the Blood God! Suppressing fire. Forward and centre. Heavy Bolters range 250. Move scum...

Commmunications intercept ends. The Portrein defenders are assumed to have detonated their armoury.

- Ordo Malleus Secret Report: Portrein Raid 106960.M41

WORLD EATER PERSONALITIES

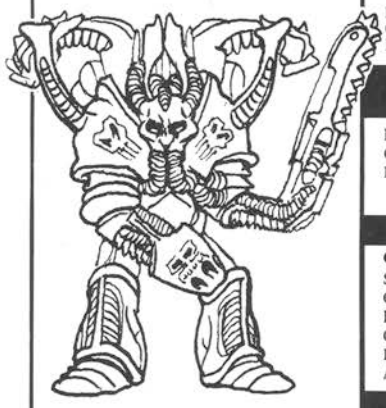
Trusted servants of Khorne, the officers of the World Eaters are held personally responsible for the bloodshed carried out in his name. They are expected to set an example to their underlings by carrying the fight into the heart of the enemy.

Any number of personalities may be mounted on Juggernauts at a cost of 75 points each.

0-1 LIEUTENANT COMMANDER

CHAMPION 22 MINOR HERO 53 MAJOR HERO 98

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	10	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	10	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	10	9



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
CHAINSWORD BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 25 points

BOLT GUN
CONVERSION FIELD
BIONIC EYE (WITH TARGETER, BIO AND ENERGY SCANNERS)

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

JUMP PACK.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)
DAEMON WEAPON*.....900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). A Khornate Daemon is, of course, used to create the weapon.*

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

Up to one Chaos reward generated from the *Rewards of Khorne* table at no points cost.

0-1 CAPTAIN

CHAMPION 22 MINOR HERO 53 MAJOR HERO 98

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	10	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	10	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	10	9

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
CHAINSWORD BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 14 points

BOLT GUN REFRACTOR FIELD
BIONIC EYE (WITH TARGETER)

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

JUMP PACK.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)
DAEMON WEAPON*.....900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). A Khornate Daemon is, of course, used to create the weapon.*

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

Up to one Chaos reward generated from the *Rewards of Khorne* table at no points cost.

0-6 LIBRARIANS

0-1 Chief Librarian (Major Hero) 0-1 Codicier (Champion)
0-1 Epistolary (Minor Hero) 0-6 Lexicanian (Marine)

LIBRARIAN 97 EPISTOLARY 53 CODICIER 22 LEXICANIAN 21

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LIBRARIAN	4	6	6	4	4	3	6	3	9	9	10	9
EPISOTLARY	4	6	6	4	4	2	6	2	9	9	10	9
CODICIER	4	5	5	4	3	1	5	1	8	8	10	8
LEXICANIAN	4	4	4	4	3	1	4	1	8	8	10	8

Long ago, World Eater Librarians lost many of their recording duties as scribes and all their psychic abilities. They now serve only as tally-keepers recording the numbers slain in Khorne's name by individuals and squads. Their other duty is to provide valuable communications support on the battlefield.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
CHAINSWORD
BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 4 points

BOLT GUN DISPLACER FIELD

SPECIAL EQUIPMENT CHARTS

(CHIEF LIBRARIAN ONLY)

CHART	ROLLS	PTS/ROLL
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

JUMP PACK.....2
REFRACTOR FIELD.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)

CHIEF LIBRARIAN ONLY
DAEMON WEAPON*.....900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). A Khornate Daemon is, of course, used to create the weapon.*

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

(Chief Librarian only)
Up to one Chaos reward generated from the *Rewards of Khorne* table at no points cost.

Psychic Powers

World Eater Librarians have no psychic abilities. Khorne disdains the use of psychic powers, and his followers have renounced their abilities to please their Chaos Master.

0-4 MEDICS

0-1 Master of the Apothecarion (Minor Hero) 0-4 Field Medics (Champions)

MASTER 64 FIELD MEDIC 32

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MASTER	4	6	6	4	4	2	6	2	9	9	10	9
FIELD MEDIC	4	5	5	4	3	1	5	1	8	8	10	8

World Eater Medics have only one function: the recovery of gene-seed from fallen Legionnaires. Their other medical training is almost non-existent, and they are expected to take as many lives as any other member of the Legion.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL ENERGY SCANNER
FRAG GRENADES MEDI-PACK BIO-SCANNER

OPTIONS

STANDARD EQUIPMENT: 4 points

BOLT GUN CHAINSWORD

SPECIAL EQUIPMENT CHARTS

(MASTER OF THE APOTHACARION ONLY)

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

WEB SOLVENT (per dose).....1
JUMP PACK.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

(Master of the Apothecarion only)
Up to one Chaos reward generated from the *Rewards of Khorne* table at no points cost.

0-6D6 TECHMARINES

TECHMARINE 18

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TECHMARINE	4	4	4	4	3	1	4	1	8	8	10	8

Techmarines in the World Eater Legion are among the favoured of Khorne, as they have the specialist knowledge that allows them to use the heaviest of death-dealing devices. It is the number of Techmarines within a detachment that determines the amount of support equipment and number of vehicles and Slave Squads that are available.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL

OPTIONS

STANDARD EQUIPMENT: None
SPECIAL EQUIPMENT CHARTS: None

ADDITIONAL EQUIPMENT

JUMP PACK.....2
BOLT GUN.....2
FRAG GRENADES.....1
FRENZON WRIST CONTROLLER.....5
SPAWNGOAD.....FREE
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)

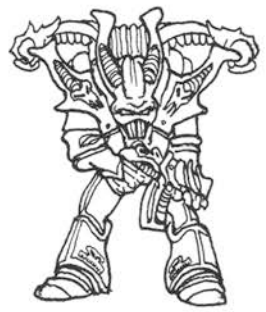
Chaos Attributes

Up to D4-2 personal attributes at no points cost.

0-1 LIEUTENANT

CHAMPION 22 MINOR HERO 53 MAJOR HERO 98

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	10	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	10	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	10	9



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
CHAINSWORD BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 12 points

BOLT GUN
BIONIC EYE (WITH TARGETER)

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

REFRACTOR FIELD.....2
JUMP PACK.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

Up to one Chaos reward generated from the *Rewards of Khorne* table at no points cost.

0-3 CHAPLAINS

CHAMPION 21 MINOR HERO 52 MAJOR HERO 96

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	10	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	10	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	10	9

Distinguished by their utter ferocity in battle, Chaplains move among the Legionnaires inspiring further devotion to Khorne. Their acts of insane bravery in spilling blood - and their habit of slaying the tardy in the Legion's ranks - give new mettle to any squads to which they are attached.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT:

BOLT GUN PLASMA PISTOL
POWER SWORD CONVERSION FIELD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

CHAINSWORD.....2
JUMP PACK.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)
DAEMON WEAPON*.....900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). A Khornate Daemon is, of course, used to create the weapon.*

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

Up to one Chaos reward generated from the *Rewards of Khorne* table at no points cost.

DAEMONIC PERSONALITIES & SQUADS

In addition to the mortal forces of the Legion, a World Eater detachment can include any of the following daemonic beings.

0-D6 POSSESSEES

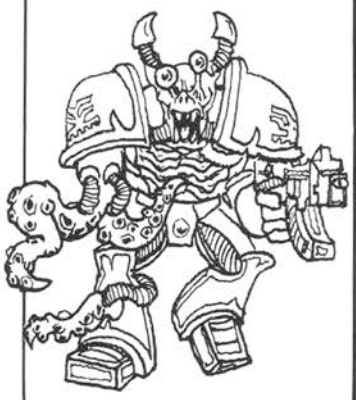
BLOODTHIRSTER 1400 DAEMON PRINCE 960 BLOODLETTER 225

D6 PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BLOODTHIRSTER												
1-2 CHAMPION	5	7	7	5	5	5	7	5	9	9	10	9
3-4 MINOR HERO	5	8	8	5	5	6	8	6	9	9	10	9
5-6 MAJOR HERO	5	8	8	5	5	6	8	6	9	9	10	9

D6 PROFILE:	
DAEMON PRINCE	
1-2 CHAMPION	Variable profile - see *Possession* (p226)
3-4 MINOR HERO	Variable profile - see *Possession* (p226)
5-6 MAJOR HERO	Variable profile - see *Possession* (p226)

D6 PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BLOODLETTER												
1-2 CHAMPION	4	5	5	4	3	1	5	1	9	9	10	9
3-4 MINOR HERO	4	5	5	4	3	1	6	2	9	9	10	9
5-6 MAJOR HERO	4	5	5	4	3	2	6	2	9	9	10	9

Regarded with awe by the rest of the Legion, Possessees have given themselves to the Blood God and become repositories for his daemonic servants. They are never burdened with command, but are left to slay in their own savage manner, the most inhuman of all the Blood God's (almost) mortal servants. Once the type of Daemon in possession of the body has been chosen (Bloodthirster, Daemon Prince or Bloodletter), roll a D6 to determine the profile used.



BASIC EQUIPMENT

CHAOS ARMOUR +1
CHAOS WEAPON
(INCLUDES ONE RANDOM PROPERTY)
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 25 points

BOLT GUN CONVERSION FIELD
BIONIC EYE (WITH TARGETER, BIO AND ENERGY SCANNERS)

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

JUMP PACK.....2
JUGGERNAUT.....75
DAEMON WEAPON*.....900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). A Khornate Daemon is, of course, used to create the weapon.*

Chaos Attributes

Up to 8 personal attributes at no points cost.

0-1 SUMMONED BLOODTHIRSTER

BLOODTHIRSTER 1250

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BLOODTHIRSTER	6	10	10	7	7	10	10	10	10	10	10	10

The presence of the greatest of Khorne's servants on the battlefield is regarded as a sign of the Blood God's particular favour. That a Legionnaire (or slave) has been sacrificed to provide a body is of minor importance. Roll a D6; on an odd result a Bloodthirster is not available to be a part of the force. On an even result one Bloodthirster may be included in a World Eater force by paying the full points cost.

Basic/Standard Equipment

CHAOS ARMOUR
AXE OF KHORNE (DAEMON WEAPON)

OPTIONS

STANDARD EQUIPMENT:

None

Chaos Attributes

Up to 8 personal attributes at no points cost.

ADDITIONAL EQUIPMENT

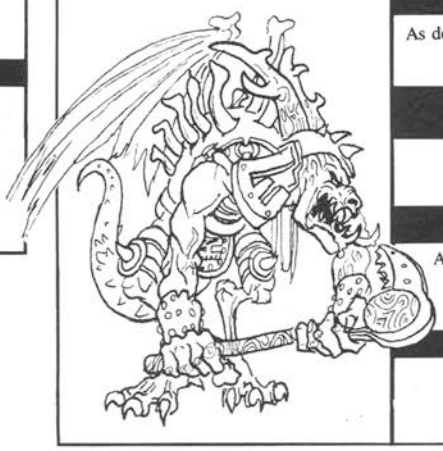
None

0-2 (D6-4) SUMMONED DAEMON PRINCES

DAEMON PRINCE 810

PROFILE:	
DAEMON PRINCE	VARIABLE - AS RANDOMLY DETERMINED

Daemon Princes are the most varied of Khorne's servants, united only by their desire to do violence in his name. No two are the same and once the points have been spent on purchasing a Daemon Prince the system given under 'Instant' Daemon Princes *(p65) should be used. This will generate appropriate profiles and equipment.*



BASIC/STANDARD EQUIPMENT

As determined during generation process:

OPTIONS

STANDARD EQUIPMENT:

None

Chaos Attributes

As determined during generation process:

ADDITIONAL EQUIPMENT

None

0-3 (D6-3) SUMMONED BLOODLETTERS at 600 per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BLOODLETTER	4	5	5	4	3	1	6	2	10	10	10	10

Savage beyond belief, the Bloodletters will attack any almost any foe without fear or thought. They exist only to slay in Khorne's name, sending as much blood as possible to him before instability *takes its inevitable toll.*

BASIC/STANDARD EQUIPMENT

8 BLOODLETTERS: HELLBLADE

OPTIONS

STANDARD EQUIPMENT:

Any one Bloodletter squad may be mounted on Juggernauts at a cost of 600 points.

Chaos Attributes

Up to 8 personal attributes at no points cost.

ADDITIONAL EQUIPMENT

None

WORLD EATER SQUADS

Any number of Tactical or Assault Squads may be mounted on Chaos Steeds at a cost of 320 points per squad. Unlike other upgrades, Chaos Steeds need not be supplied to every squad of a particular type.

0-2 DEVASTATOR SQUADS at 350 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEGIONNAIRE	4	4	4	4	3	1	4	1	8	8	10	8

As the teeth of the World Eaters, Devastator Squads rarely limit themselves to providing tactical support. They are often found in the thick of any fight, taking blood with as much abandon as their comrades-in-arms.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
CHAINSWORD
BOLT PISTOL
FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: BOLT GUN
3 MARINES: BOLT GUN
2 MARINES: MISSILE LAUNCHER (INCLUDING TARGETER AND SUSPENSORS) WITH FRAG AND CRACK MISSILES
2 MARINES: HEAVY BOLTER (WITH TARGETER AND SUSPENSORS)

Chaos Attributes

Up to D4-2 personal attributes at no points cost. The sergeant's attributes may be generated separately.

OPTIONAL UPGRADES: (additional points cost is per *squad*)

SUBSTITUTE ALL MISSILE LAUNCHERS (AND MISSILES) WITH:

	ONE	BOTH
BEAMER	1	2
HEAVY PLASMA GUN	28	56
LAS-CANNON	43	86
MULTI-MELTA	3	6

(INCLUDING TARGETER AND SUSPENSORS)

SUBSTITUTE ONE OR BOTH HEAVY BOLTERS WITH:

HEAVY WEBBER ..... 9 or 18

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE 6
POWER GLOVE 15
POWER SWORD 7
WEB GUN 9
(INCLUDING TARGETER AND SUSPENSOR)
CHAOS WEAPON 50
(INCLUDING ONE RANDOM PROPERTY)
GRENADES
PLASMA (1) 1
PSYK-OUT (1) 10
VIRUS (4) 4
VORTEX (1) 25

EQUIP ALL SQUADS WITH:

JUMP PACKS 16
GRENADES
ANTI-PLANT 4
BLIND 8
PSYK-OUT 80
(1 PER MAN)
TOXIN GAS 4
MELTA-BOMB 32

EQUIP ONE OR BOTH MISSILE LAUNCHERS WITH:

ANTI-PLANT ..... ½ or 1
BLIND ..... 1 or 2
CHOKE ..... ½ or 1
HALLUCINOGEN ..... 2 or 4
HAYWIRE ..... 4 or 8
KNOCK-OUT ..... ½ or 1
MELTA-BOMB ..... 4 or 8
PHOTON ..... 1 or 2
RAD ..... 4 or 8
SCARE GAS ..... 1 or 2
SMOKE ..... ½ or 1
STASIS ..... 4 or 8
STUMM ..... 5 or 1
TANGLEFOOT ..... 1 or 2
TOXIN GAS ..... ½ or 1

0-4 ASSAULT SQUADS at 220 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEGIONNAIRE	4	4	4	4	3	1	4	1	8	8	10	8

Assault Squads are drawn from the Company of the Chosen. Altered by psycho-surgery, they find pleasure only in bloodletting for Khorne. Assault Squad Legionnaires are subject to frenzy *when within 12" of an enemy model.*

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
CHAINSWORD
BOLT PISTOL
CRACK GRENADES
FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: ADDITIONAL BOLT PISTOL, BIO-SCANNER
5 MARINES: ADDITIONAL BOLT PISTOL
1 MARINE: HAND FLAMER (WITH TARGETER AND SUSPENSOR)
1 MARINE: PLASMA PISTOL (WITH TARGETER AND SUSPENSOR)

Chaos Attributes

Up to D4-2 personal attributes at no points cost. The sergeant's attributes may be generated separately.

OPTIONAL UPGRADES: (additional points cost is per *squad*)

SUBSTITUTE ALL FLAMERS WITH:

PLASMA PISTOL 2
POWER AXE ..... FREE
POWER SWORD ..... FREE
WEB GUN ..... FREE
(INCLUDING TARGETER AND SUSPENSOR WHERE APPROPRIATE)

SUBSTITUTE ALL STANDARD EQUIPMENT PLASMA PISTOLS WITH:

POWER AXE ..... FREE
POWER SWORD ..... FREE

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE 6
POWER GLOVE 15
POWER SWORD 7
DAEMON WEAPON* 900
GRENADES
PLASMA (1) 1
VORTEX (1) 25

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in the* Magic of Chaos *(p94). A Khornate Daemon is, of course, used to create the weapon.*

EQUIP ALL SQUADS WITH:

JUMP PACKS 16
POWER SHIELDS 8
CHAOS WEAPONS 400
(INCLUDING ONE RANDOM PROPERTY)
GRENADES
ANTI-PLANT 4
BLIND 8
PSYK-OUT 80
(1 PER MAN)
MELTA-BOMB 32
TOXIN GAS 4

0-8 TACTICAL SQUADS at 250 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEGIONNAIRE	4	4	4	4	3	1	4	1	8	8	10	8

Brutal and aggressive in the extreme, World Eater Tactical Squads are the basic unit of the Legion companies. They have sworn terrible oaths to the Blood God, promising to slay endlessly in his name.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
CHAINSWORD
BOLT PISTOL
FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: BOLT GUN AND BIO-SCANNER
6 MARINES: BOLT GUN
1 MARINE: MISSILE LAUNCHER (INCLUDING TARGETER AND SUSPENSORS) WITH FRAG AND CRACK MISSILES

Chaos Attributes

Up to D4-2 personal attributes at no points cost. The sergeant's attributes may be generated separately.

OPTIONAL UPGRADES: (additional points cost is per *squad*)

SUBSTITUTE ALL MISSILE LAUNCHERS AND MISSILES WITH:

BEAMER 1
HEAVY PLASMA GUN 28
LAS-CANNON 43
MULTI-MELTA 3
(INCLUDING TARGETER AND SUSPENSORS FOR SUBSTITUTE WEAPON)

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE 6
POWER GLOVE 15
POWER SWORD 7
WEB GUN 2
CHAOS WEAPON 50
(INCLUDING ONE RANDOM PROPERTY)
GRENADES
PLASMA (1) 1
PSYK-OUT (1) 10
VORTEX (1) 25

EQUIP ALL SQUADS WITH:

JUMP PACKS 16
GRENADES
ANTI-PLANT 4
BLIND 8
CRACK 16
MELTA-BOMB 32
TOXIN GAS 4

EQUIP ALL MISSILE LAUNCHERS WITH:

ANTI-PLANT ..... ½
BLIND 1
CHOKE ..... ½
MELTA-BOMB 4
TOXIN GAS ..... ½

ADDITIONAL FORCES

Any Number of BEASTMAN SLAVE SQUADS at 100 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	3	4	2	3	1	7	6	7	6

Beastmen Slaves are pressed into service as cannon fodder by the World Eaters and are driven into enemy positions where their ferocity (and the explosive collar that each wears) can be put to good effect. Each Slave Squad must be controlled by a World Eater Techmarine.

BASIC/STANDARD EQUIPMENT

8 BEASTMEN: HAND WEAPON, KNIFE OR COMBAT ACCESSORY, FLAK ARMOUR, EXPLOSIVE COLLAR (INCLUDING FRENZON DISPENSER)

Chaos Attributes

Up to D6-3 personal attributes at no points cost.

OPTIONAL UPGRADES: (additional points cost is per *squad*)

EQUIP ALL SQUADS WITH:

POWER SHIELDS 8
POWER FIELD GENERATOR ..... 28 (2" RADIUS, INCLUDES SUSPENSORS)

0-4 (D6-2) CHAOS SPAWN

CHAOS SPAWN 100

PROFILE:	
CHAOS SPAWN	VARIABLE - AS RANDOMLY GENERATED

Chaos Spawn are the failures of Chaos, cast aside by their uncaring Power. Spawn are herded into battle by a Techmarine. Once the points have been spent on purchasing a Chaos Spawn the system given under 'Instant Chaos Spawn (p65) should be used to generate its profile.

BASIC/STANDARD EQUIPMENT:

None (or as generated)

Chaos Attributes

Up to D6-3 personal attributes at no points cost.

OPTIONAL UPGRADES:

None

CHAOS RENEGADES

A World Eater Legion may include forces chosen from the Chaos Renegade army list or a Chaos Renegade warband (see **The Lost and the Damned**). No more than 25% of the points available to the detachment may be spent in this fashion.

The Chaos Renegade forces chosen and/or generated must be loyal to Khorne.

EMPEROR'S CHILDREN ARMY LIST

All the First Founding Chapters were created to take part in Imperial Crusades. It was, however, nearly sixty years before the Emperor's Children saw action. An accident during gene-seeding almost destroyed the Chapter as it was born. Once the Chapter had been re-established with rescued gene-seed it proved to be a loyal and efficient unit, distinguishing itself in several campaigns.

The Emperor's Children were one of the units assigned to pacify Horus and his rebel Chapters, and were the first unit to defect to the Warmaster. During a parley, the Chapter Master and his highest officers were corrupted by the decadent pastimes that Horus and his Chaos-worshippers offered. Drugged, pleasured beyond endurance, and finally broken, they agreed to keep the Chapter neutral.

Neutrality was all that Horus needed. The rot quickly spread to the whole Chapter, and the Emperor's Children willingly embraced Chaos in all its indolent depravity. The Imperial Cult of the Chapter was quickly supplanted by the more gratifying worship of Slaanesh.

As one of the Traitor Legions, the Emperor's Children invaded Earth, but took little part in the fighting around the Imperial Palace. Simple pleasures had given way to complex debaucheries. While their allies fought and died the Emperor's Children slaughtered more than a million people and rendered them down to create endless varieties of drugs and stimulants. Countless thousands more died to give the Legionnaires more direct, if cruder, enjoyment.

When the assault failed the Emperor's Children fled into the Eye of Terror with the rest of the Traitor Legions. They were the first to begin raiding Imperial worlds for captives and plunder. Their excesses soon knew no bounds and simple raiding could not supply enough raw Human material for their orgies of worship. At this point the Emperor's Children turned on the slaves and servants of the other Traitor Legions, an action which began a series of wars within the Eye of Terror.

The struggles of the Emperor's Children continued until the destruction of the cloned Horus by the Black legion (see p268). At that point all the Traitor Legions resumed raids on the Imperium. The Emperor's Children have again proven spectacularly successful at this pursuit, and the worship of Slaanesh within the Eye of Terror has never been pursued with such fervour.

The Emperor's Children have retained some of their former organization as Marines, but have altered it to suit their new loyalties. While corrupt beyond Human comprehension, the Legionnaires of the Emperor's Children are a savage fighting force. Like many of Slaanesh's followers, they seek and find a perverse enjoyment in battle. The danger of combat is a rediscovered thrill and aphrodisiac, allowing them to reach new extremes of debauchery.

Psykers are particularly highly regarded by the Emperor's Children, both as enemies and within their own ranks. The broadcast terror of an enemy psyker can be enjoyed in its own right as a new sensation, while a Legionnaire-psyker can kill his enemies with pleasure or pure sensation - the greatest act of worship for a servant of Slaanesh. Close combat, where the enemy can be touched and directly destroyed, is also much favoured by the Emperor's Children. Few of them enter battle without some form of close combat weapon.

Many Legionnaires aspire to die of pleasure while hosting a Daemon, and as a result the Legion has many Possessees and Summoned Daemons within its ranks and as allies. The Emperor's Children take a delight in the changes that Chaos and the daemonic has wrought in them, seeing these mutations as means to new pleasures or marks of Slaanesh's approval.

Only in one matter has Marine tradition been completely maintained. The Chapter name has been retained unchanged throughout the Legion's exile. Successive Legion Commanders have taken pleasure (unsurprisingly) in reaffirming the Legion's title. It has become a direct and grievous insult to the grandeur of the 'false' Emperor and his staid Imperium.

The Legion's original Chapter colours of gold and purple were abandoned long ago, as was the Imperial double-headed eagle which was, at one time, forbidden to all other Marine Chapters. With the Horus Heresy and the defection of the Chapter, the right to use the double-headed eagle motif was passed to other, loyal, Chapters of the Adeptus Astartes.

A few of the original Traitor Marines have retained their original Chapter colours, although the Imperial badge has been replaced by Slaanesh's male-female rune. For the most part the Emperor's Children use Slaanesh's pastel shades on their armour, reserving particular colours for different companies within the Legion. Officers and sergeants are, however, still marked out by gold or silver helmets and rank badges.

The original Marine armour designs have long been corrupted in the Emperor's Children. Over the years the mutations wrought by Chaos have been echoed in the shapes of the Legionnaire's arms and armour. A sensuous delight has been taken in making each Legionnaire's appearance grosteque and different from his comrades. Each suit of armour, every bolter or chainsword, is worked into fantastic patterns and coloured in praise of Slaanesh. Each Legionnaire alters and changes his armour slightly, adding to its quality and 'beautifying' it. For the most favoured, the weaponsmiths of the Legion sometimes carve scenes of debauchery into shoulder and breast plates.

EMPEROR'S CHILDREN SPECIAL RULES

1 The Emperor's Children are subject to *hatred* of all Khornate mortal followers. They are also subject to *hatred* of 'normal' Space Marines and Inquisitors.

2 The Emperor's Children may make all *psychology* tests with a +1 bonus to *Cool*. This bonus need not be applied to every test required during a battle.

3 All the Emperor's Children are immune to the *fear* effects of Slaaneshi Daemons.

EMPEROR'S CHILDREN PERSONALITIES

Only the most inventively depraved among the officers of the Emperor's Children are allowed independent commands. Victory in itself is never pleasure enough; the thrill of combat must have played its part.

Any number of personalities may ride Mounts of Slaanesh at a cost of 20 points each.

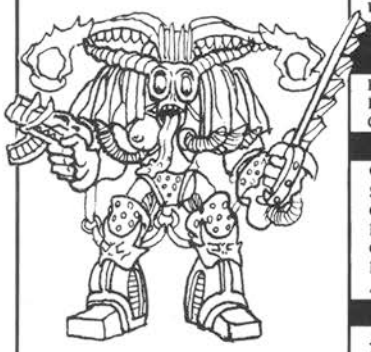
Follow me, my Children, and the glory of victory shall be yours. We shall cleanse ourselves in the crimson waters of our enemy. We shall bring the ecstacy of quick release to those who stand before us. We shall give bloody praise to the Lord of Pleasure and sing his name as we dance across the fallen. Follow me, my Children, and you shall taste the undreamt joys that lie beyond the bounds of mortal sense.

- Fabius Bile, Lieutenant Commander of the Emperor's Children

0-1 LIEUTENANT COMMANDER

CHAMPION 22 MINOR HERO 53 MAJOR HERO 98

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	10	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	10	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	10	9



Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

Up to one Chaos reward generated from the *Rewards of Slaanesh* table at no points cost.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY FRAG GRENADES
BOLT PISTOL HALLUCINOGEN GRENADES

OPTIONS

STANDARD EQUIPMENT: 32 points

BOLT GUN BIONIC EYE (WITH TARGETER, BIO AND ENERGY SCANNERS)
POWER SWORD
CONVERSION FIELD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

JUMP PACK.....2
FORCE ROD.....40
FORCE SWORD.....40
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)
DAEMON WEAPON*.....900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). A Slaaneshi Daemon of the appropriate type is bound within the blade.*

Psychic Powers

The *mastery level* of the Lieutenant Commander can be determined by a roll on a D4, although he need not be a psyker. Randomly determine the appropriate *psi-level* and number of abilities as indicated for the level of mastery. The points value given includes the cost of abilities and is added to the basic points value quoted above.

D4	Mastery	Psi-level	Abilities	Cost
1	1	3D6	1D6	35 pts
2	2	6D6	2D6	85 pts
3	3	9D6	3D6	120 pts
4	4	12D6	4D6	245 pts

Randomly determine psychic abilities using a D10. Appropriate levels can be randomly generated using any appropriate dice (eg D2, D3, D4).

Level 1	Level 2
1 Aura of Resistance	1 Aura of Protection
2 Cure Injury	2 Ectoplasmic Mist
3 Hammerhand	3 Jinx
4 Immunity from Poison	4 Mental Bolt
5 Mental Blow	5 Rally
6 Steal Mind	6 Sense Presence
7 Telekinesis 1	7 Smash
8 Telepathy 1	8 Telekinesis 2
9 Teleport 1	9 Telepathy 2
10 Wind Blast	10 Teleport 2

Level 3	Level 4
1 Aura of Recalcitrance	1 Aura of Invulnerability
2 Animate Weapon	2 Change Allegiance
3 Cause Confusion	3 Cure Wounds
4 Cause Fear	4 Limbo
5 Destroy Aura	5 Mental Blast
6 Mental Blitz	6 Stasis
7 Rout	7 Strength of Mind
8 Telekinesis 3	8 Telekinesis 4
9 Telepathy 3	9 Telepathy 4
10 Transfer Aura	10 Temporal Distort

0-1 CAPTAIN

CHAMPION 22 MINOR HERO 53 MAJOR HERO 98

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	10	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	10	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	10	9

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

Up to one Chaos reward generated from the *Rewards of Slaanesh* table at no points cost.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY FRAG GRENADES
BOLT PISTOL HALLUCINOGEN

OPTIONS

STANDARD EQUIPMENT: 21 points

BOLT GUN REFRACTOR FIELD
POWER SWORD BIONIC EYE (WITH TARGETER)

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

JUMP PACK.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)
DAEMON WEAPON*.....900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). A Slaaneshi Daemon of the appropriate type is bound within the blade.*

0-1 LIEUTENANT

CHAMPION 22 MINOR HERO 53 MAJOR HERO 98

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	10	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	10	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	10	9

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

Up to one Chaos reward generated from the *Rewards of Slaanesh* table at no points cost.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY FRAG GRENADES
BOLT PISTOL HALLUCINOGEN GRENADES

OPTIONS

STANDARD EQUIPMENT: 19 points

BOLT GUN
POWER SWORD BIONIC EYE (WITH TARGETER)

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

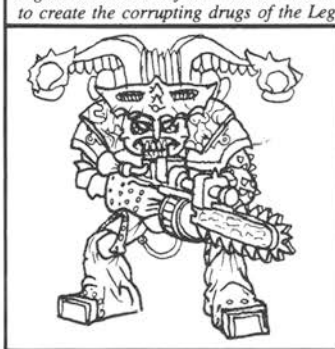
REFRACTOR FIELD.....2
JUMP PACK.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)

0-4 MEDICS

0-1 Master of the Apothecarion (Minor Hero) MASTER 66
0-4 Field Medics (Champions) FIELD MEDIC 34

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MASTER	4	6	6	4	4	2	6	2	9	9	10	9
FIELD MEDIC	4	5	5	4	3	1	5	1	8	8	10	8

As in all Legions, the Medics of the Emperor's Children are charged with recovering the gene-seed of fallen Legionnaires. They also tend to the wounded, if necessary administering a pleasurable end to those who require it. They are also, however, charged with collecting organs and essences from wounded and dead enemies - substances which can later be used to create the corrupting drugs of the Legion.



Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

(Master of the Apothecarion only)
Up to one Chaos reward generated from the *Rewards of Slaanesh* table at no points cost.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL BIO-SCANNER
FRAG GRENADES ENERGY SCANNER
HALLUCINOGEN GRENADES MEDI-PACK

OPTIONS

STANDARD EQUIPMENT: 4 points

BOLT GUN CHAINSWORD

SPECIAL EQUIPMENT CHARTS

(MASTER OF THE APOTHACARION ONLY)

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

WEB SOLVENT (PER DOSE).....1
JUMP PACK.....2
CHAOS WEAPONS.....50
(INCLUDES ONE RANDOM PROPERTY)

0-6 LIBRARIANS

0-1 Chief Librarian (Major Hero)
0-1 Epistolary (Minor Hero)
0-1 Codicier (Champion)
0-6 Lexicanian (Marine)

LIBRARIAN 98 | CODICIER 22
EPISTOLARY 53 | LEXICANIAN 2

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LIBRARIAN	4	6	6	4	4	3	6	3	9	9	10	9
EPISTOLARY	4	6	6	4	4	2	6	2	9	9	10	9
CODICIER	4	5	5	4	3	1	5	1	8	8	10	8
LEXICANIAN	4	4	4	4	3	1	4	1	8	8	10	8

The Librarians of the Emperor's Children have few remaining functions as scribes, other than making occasional notes of 'amusing' and 'witty' deaths they have witnessed. Their main duty is to provide psychic support to the physical struggles of their fellow Legionnaires.

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

(Chief Librarian only)
Up to one Chaos reward generated from the *Rewards of Slaanesh* table at no points cost.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMABT ACCESSORY
BOLT PISTOL
FRAG GRENADES
HALLUCINOGEN GRENADES

OPTIONS

STANDARD EQUIPMENT: 4 points

BOLT GUN — DISPLACER FIELD

SPECIAL EQUIPMENT CHARTS

(CHIEF LIBRARIAN AND EPISTOLARY ONLY)

CHART	ROLLS	PTS/ROLL
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

FORCE SWORD 40
FORCE ROD 40
JUMP PACK 2
REFRACTOR FIELD 2
CHAOS WEAPON 50
(INCLUDES ONE RANDOM PROPERTY)

(CHIEF LIBRARIAN ONLY)
DAEMON WEAPON* 900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). A Slaaneshi Daemon of the appropriate type is bound within the blade.*

Psychic Powers

The *mastery level* of a Librarian can be determined by a roll on a D4. Randomly determine the appropriate *psi-level* and number of abilities as indicated for the level of mastery. The points value given includes the cost of abilities and is added to the basic points value quoted above.

D4	Mastery	Psi-level	Abilities	Cost
1	1	3D6	1D6	35 pts
2	2	6D6	2D6	85 pts
3	3	9D6	3D6	120 pts
4	4	12D6	4D6	245 pts

Randomly determine psychic abilities using a D10. Appropriate levels can be randomly generated using any appropriate dice (eg D2, D3, D4).

Level 1	Level 2
1 Aura of Resistance	1 Aura of Protection
2 Cure Injury	2 Ectoplasmic Mist
3 Hammerhand	3 Jinx
4 Immunity from Poison	4 Mental Bolt
5 Mental Blow	5 Rally
6 Steal Mind	6 Sense Presence
7 Telekinesis 1	7 Smash
8 Telepathy 1	8 Telekinesis 2
9 Teleport 1	9 Telepathy 2
10 Wind Blast	10 Teleport 2

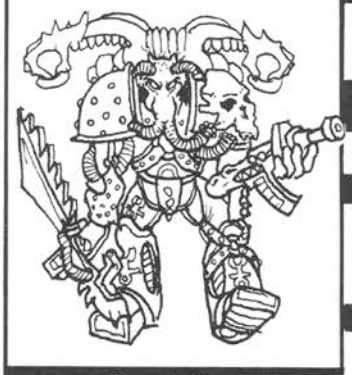
Level 3	Level 4
1 Aura of Recalcitrance	1 Aura of Invulnerability
2 Animate Weapon	2 Change Allegiance
3 Cause Confusion	3 Cure Wounds
4 Cause Fear	4 Limbo
5 Destroy Aura	5 Mental Blast
6 Mental Blitz	6 Stasis
7 Rout	7 Strength of Mind
8 Telekinesis 3	8 Telekinesis 4
9 Telepathy 3	9 Telepathy 4
10 Transfer Aura	10 Temporal Distort

0-3 CHAPLAINS

CHAMPION 22 | MINOR HERO 53 | MAJOR HERO 98

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	10	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	10	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	10	9

Even amongst the Legionnaires of the Emperor's Children, the Chaplains are marked by their endless perversity and delight in the pleasures and pains of the flesh. Filled with boundless enthusiasm, the Chaplains move among the squads of the Legion, inciting the Legionnaires to even greater heights of debauched savagery in combat.



Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

Up to one Chaos reward generated from the *Rewards of Slaanesh* table at no points cost.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY — FRAG GRENADES
BOLT PISTOL — HALLUCINOGEN GRENADES

OPTIONS

STANDARD EQUIPMENT: 16 points

BOLT GUN — POWER SWORD
PLASMA PISTOL — CONVERSON FIELD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

CHAINSWORD 2
JUMP PACK 2
CHAOS WEAPON 50
(INCLUDES ONE RANDOM PROPERTY)
DAEMON WEAPON* 900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). A Slaaneshi Daemon of the appropriate type is bound within the blade.*

With the thrice-damned renegades of lewd Slaanesh, your well-tried techniques of forceful inquisition will serve you ill. These voluptuaries and heretics that debase themselves before their so-called Lord of Dark Delights are not to be unburdened of their lisping truths by subtle pressures or the keen probing of your instruments. Conspiring against all decency even in such matters, these libertines take pleasure from our inquiries, debauching themselves with inhuman dissolution upon the racks and wheels of Verity. For these abominations, other methods are required...

- The Teachings of Inquisitor Magnus.

0-6D6 TECHMARINES

TECHMARINE 18

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TECHMARINE	4	4	4	4	3	1	4	1	8	8	10	8

The Techmarines have been indoctrinated to find pleasure only in the functioning of their machines. It is they who control all of the technical equipment available to the Legion. The number of Techmarines available to an officer of the Emperor's Children determines the number of support weapons, vehicles and Slave Squads that are available.

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL

OPTIONS

STANDARD EQUIPMENT:

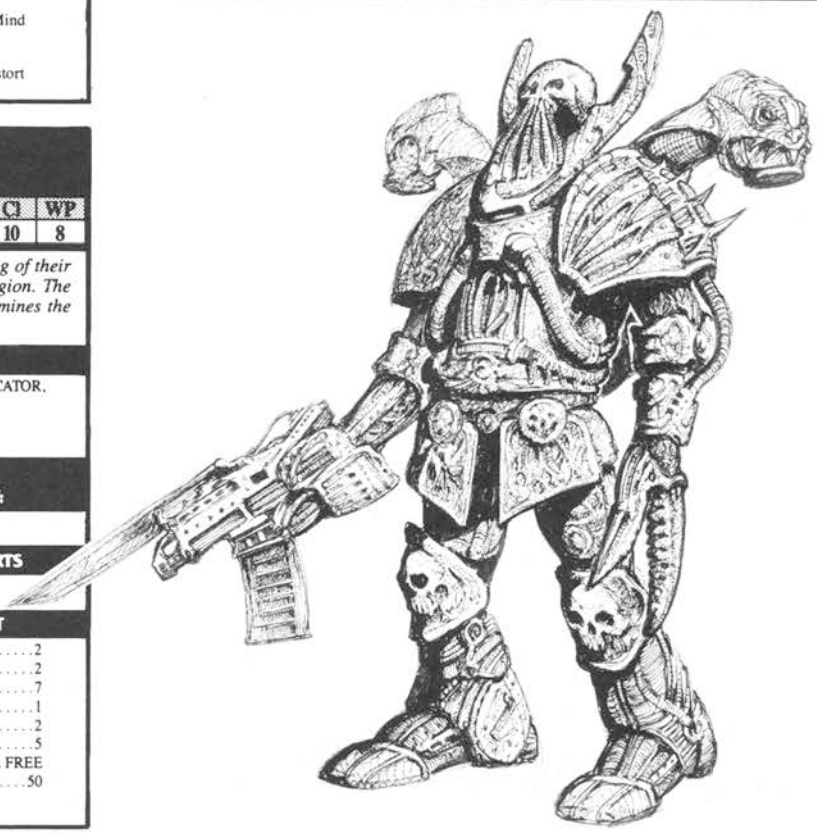
None

SPECIAL EQUIPMENT CHARTS

None

ADDITIONAL EQUIPMENT

JUMP PACK 2
BOLT GUN 2
POWER SWORD 7
FRAG GRENADES 1
HALLUCINOGEN GRENADES 2
FRENZON WRIST CONTROLLER 5
SPAWNGOAD ..... FREE
CHAOS WEAPON 50
(INCLUDES ONE RANDOM PROPERTY)



DAEMONIC PERSONALITIES & SQUADS

A detachment from the Emperor's Children can include any of the following Summoned Daemons and Possessees.

0-D6 POSSESSEES

KEEPER OF SECRETS 1055 DAEMON PRINCE 965 DAEMONETTE 255

D6 PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
KEEPER OF SECRETS												
1-2 CHAMPION	5	7	7	5	5	5	7	3	9	9	10	9
3-4 MINOR HERO	5	8	8	5	5	6	8	4	9	9	10	9
5-6 MAJOR HERO	5	8	8	5	5	6	8	4	9	9	10	9
D6 PROFILE:												
DAEMON PRINCE												
1-2 CHAMPION	Variable profile - see *Possession* (p226)											
3-4 MINOR HERO	Variable profile - see *Possession* (p226)											
5-6 MAJOR HERO	Variable profile - see *Possession* (p226)											
D6 PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DAEMONETTE												
1-2 CHAMPION	4	5	5	4	3	1	5	2	9	9	10	9
3-4 MINOR HERO	4	6	5	4	3	1	6	2	9	9	10	9
5-6 MAJOR HERO	4	6	5	4	3	2	6	3	9	9	10	9

Only the most favoured of Slaanesh's followers within the Legion are granted the right to host a Daemon. The decadence and depravity of a Possessee's behaviour has no equal and few rivals. Even in the heat of combat Possessees can be found disporting themselves among the dead and wounded, enjoying battle for its own heady thrills. Once the type of Daemon in possession of the body has been chosen (Keeper of Secrets, Daemon Prince or Daemonette), roll a D6 to determine the personality who has been possessed and, as a result, which profile is used.

BASIC EQUIPMENT

CHAOS ARMOUR +1
CHAOS WEAPON
(INCLUDES ONE RANDOM PROPERTY)
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES
HALLUCINOGEN GRENADES

Chaos Attributes

Up to 6 personal attributes at no points cost.

OPTIONS

STANDARD EQUIPMENT: 25 points

BOLT GUN
CONVERSION FIELD
BIONIC EYE (WITH TARGETER, BIO AND ENERGY SCANNERS)

Spells

Keeper of Secrets Possessees have a pool of six randomly generated spells; Daemonette Possessees have a pool of one randomly generated level 1 spell.

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

JUMP PACK.....2
MOUNT OF SLAANESH.....20
DAEMON WEAPON*.....900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). A Slaaneshi Daemon of the appropriate type is bound within the blade.*

Psychic Powers

The *mastery level* of a Possessee can be determined by a roll on a D4, although a Possessee need not be a psyker. Randomly determine the appropriate *psi-level* and number of abilities as indicated for the level of mastery. The points value given includes the cost of abilities and is added to the basic points value quoted above.

D4	Mastery	Psi-level	Abilities	Cost
1	1	3D6	1D6	35 pts
2	2	6D6	2D6	85 pts
3	3	9D6	3D6	120 pts
4	4	12D6	4D6	245 pts

Randomly determine psychic abilities using a D10. Appropriate levels can be randomly generated using any appropriate dice (eg D2, D3, D4).

	Level 1	Level 2
1	Aura of Resistance	Aura of Protection
2	Cure Injury	Ectoplasmic Mist
3	Hammerhand	Jinx
4	Immunity from Poison	Mental Bolt
5	Mental Blow	Rally
6	Steal Mind	Sense Presence
7	Telekinesis 1	Smash
8	Telepathy 1	Telekinesis 2
9	Teleport 1	Telepathy 2
10	Wind Blast	Teleport 2

	Level 3	Level 4
1	Aura of Recalcitrance	Aura of Invulnerability
2	Animate Weapon	Change Allegiance
3	Cause Confusion	Cure Wounds
4	Cause Fear	Limbo
5	Destroy Aura	Mental Blast
6	Mental Blitz	Stasis
7	Rout	Strength of Mind
8	Telekinesis 3	Telekinesis 4
9	Telepathy 3	Telepathy 4
10	Transfer Aura	Temporal Distort

Take care, lest your protests grow tiresome. I have asked for so little! Anyone would think that I had asked you to sacrifice yourselves and your sons! And yet, in Slaanesh's boundless and pleasing mercy, I have asked only for your daughters. Surely you would not deny me my small enjoyments?

- Tyrell, Renegade Lord of Arden IX

0-1 SUMMONED KEEPER OF SECRETS

KEEPER OF SECRETS 900

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
KEEPER	6	10	10	7	7	10	10	6	10	10	10	10

Called forth only when violence is required, Keepers take a sadistic delight in slaughter and cruelty. They exist only for the pleasure to be found in the pain of others. Roll a D6; on an odd result a Keeper of Secrets is not available to be a part of the Legion force. On an even result one Keeper may be included in an Emperor's Children detachment at the points cost given.

BASIC/STANDARD EQUIPMENT:

None

OPTIONS

None

Spells

Keepers have a pool of six randomly generated spells.

Chaos Attributes

Up to 6 personal attributes at no points cost.

0-2 (D6-4) SUMMONED DAEMON PRINCES

DAEMON PRINCE 810

PROFILE:	
DAEMON PRINCE	VARIABLE - AS RANDOMLY GENERATED

Daemon Princes were once among the mightiest of Slaanesh's mortal followers. Granted immortality, their perversity in the service of Slaanesh knows no bounds. No two are the same and once the points have been spent on purchasing a Daemon Prince the system given under 'Instant' Daemon Princes *(p65) should be used. This will generate appropriate profiles and equipment.*

BASIC/STANDARD EQUIPMENT:

AS DETERMINED DURING GENERATION PROCESS

OPTIONS

None

Spells

Daemon Princes have a pool of six randomly generated spells.

Chaos Attributes

As determined during generation process:

0-3 (D6-3) SQUADS OF SUMMONED DAEMONETTES at 600 per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DAEMONETTE	4	6	5	4	3	1	6	3	10	10	10	10

Their perversity and joy in combat is unmatched by any mortal. The bizarre, twisted Human appearance of Daemonettes strikes terror into the hearts of many enemies.

BASIC/STANDARD EQUIPMENT:

6 DAEMONETTES: NONE

OPTIONS

Any one Daemonette squad may ride Mounts of Slaanesh at a cost of 120 points.

Spells

Units of Daemonettes have a pool of six randomly generated level 1 spells.

Chaos Attributes

Up to 6 personal attributes at no points cost.

EMPEROR'S CHILDREN SQUADS

Any number of Tactical or Assault Squads may ride Mounts of Slaanesh at a cost of 120 points per squad. Unlike other upgrades, Mounts need not be supplied to every squad of a particular type.

0-12 TACTICAL SQUADS at 153 pts per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEGIONNAIRE	4	4	4	4	3	1	4	1	8	8	10	8

Taking pleasure in their own savagery, Tactical Squads delight in perfecting the skills and techniques of battle. They place the sensations and thrills of combat above any other objective, often disporting themselves with the enemy dead in their joy.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY — BOLT PISTOL
FRAG GRENADES — HALLUCINOGEN GRENADES

STANDARD EQUIPMENT

SERGEANT: BOLT GUN AND BIO-SCANNER
4 MARINES: BOLT GUN
1 MARINE: FLAMER (WITH TARGETER AND SUSPENSORS)

Chaos Attributes

Up to D4-2 personal attributes at no points cost. The sergeant's attributes may be generated separately.

OPTIONAL UPGRADES: (additional points cost is per *squad*)

SUBSTITUTE ALL FLAMERS WITH:

GRAVITON GUN	FREE	SHURIKEN CATAPULT (INCLUDING TARGETER AND SUSPENSOR)	8
MELTA-GUN	5		
PLASMA GUN	4		

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER SWORD	7	CHAOS WEAPON (INCLUDES ONE RANDOM PROPERTY)	50	*GRENADES*	
POWER AXE	6			PLASMA (1)	1
POWER GLOVE	15			VIRUS (4)	4
POWER SWORD	7	WEB GUN	2	VORTEX (1)	25

EQUIP ALL SQUADS WITH:

JUMP PACK	12	CRACK	12	SCARE GAS	6
CHAINSWORD	9	HAYWIRE	24	SMOKE	3
GRENADES		KNOCK-OUT	3	STASIS	24
ANTI-PLANT	3	MELTA-BOMB	24	STUMM	3
BLIND	6	PHOTON	6	TANGLEFOOT	6
CHOKE	3	RAD	24	TOXIN GAS	3

0-6 DEVASTATOR SQUADS at 300 pts per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEGIONNAIRE	4	4	4	4	3	1	4	1	8	8	10	8

All Devastator Squads take a destructive delight in ther important role. Heavily armed, they take pleasure in the pain and suffering that they can deal out. Only rarely do they come into direct contact with the enemy, but such opportunities are savoured when they arise.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY — BOLT PISTOL
FRAG GRENADES — HALLUCINOGEN GRENADES

STANDARD EQUIPMENT

SERGEANT: BOLT GUN
1 MARINE: BOLT GUN
2 MARINES: MISSILE LAUNCHER (INCLUDING TARGETER AND SUSPENSORS) WITH FRAG AND CRACK MISSILES
2 MARINES: HEAVY BOLTER (WITH TARGETER AND SUSPENSORS)

Chaos Attributes

Up to D4-2 personal attributes at no points cost. The sergeant's attributes may be generated separately.

OPTIONAL UPGRADES: (additional points cost is per *squad*)

SUBSTITUTE ALL MISSILE LAUNCHERS AND MISSILES WITH:

	One	Both
BEAMER	1	2
HEAVY PLASMA GUN	28	56
LAS-CANNON	43	86
MULTI-MELTA	3	6

SUBSTITUTE ONE OR BOTH HEAVY BOLTERS WITH:

HEAVY WEBBER (INCLUDING TARGETER AND SUSPENSORS) 9 or 18

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE	6	CHAOS WEAPON (INCLUDES ONE RANDOM PROPERTY)	50	*GRENADES*	
POWER GLOVE	15			PLASMA (1)	1
POWER SWORD	7			VIRUS (4)	4
WEB GUN	2			VORTEX (1)	25

EQUIP ALL SQUADS WITH:

JUMP PACKS	12	HAYWIRE	24	SMOKE	3
GRENADES		KNOCK-OUT	3	STASIS	24
ANTI-PLANT	3	MELTA-BOMB	24	STUMM	3
BLIND	6	PHOTON	6	TANGLEFOOT	6
CHOKE	3	RAD	24	TOXIN GAS	3
CRACK	12	SCARE GAS	6		

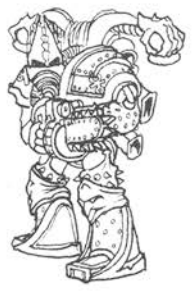
EQUIP ALL MISSILE LAUNCHERS WITH:

ANTI-PLANT	½ or 1	MELTA-BOMB	4 or 8	STASIS	4 or 8
BLIND	1 or 2	PHOTON	1 or 2	STUMM	½ or 1
CHOKE	½ or 1	PSYK-OUT (1)	1 or 2	TANGLEFOOT	1 or 2
HALLUCINOGEN	2 or 4	RAD	4 or 8	TOXIN GAS	½ or 1
HAYWIRE	4 or 8	SCARE GAS	1 or 2		
KNOCK-OUT	½ or 1	SMOKE	½ or 1		

0-6 ASSAULT SQUADS at 170 pts per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEGIONNAIRE	4	4	4	4	3	1	4	1	8	8	10	8

Emperor's Children Assault Squads treat battle as a new thrill to be discovered anew in every conflict. Equipped for close combat, their battles rapidly degenerate into orgies of destruction.



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY — BOLT PISTOL
BLIND GRENADES — CRACK GRENADES
FRAG GRENADES — HALLUCINOGEN GRENADES

STANDARD EQUIPMENT

SERGEANT: CHAINSWORD AND BIO-SCANNER
4 MARINES: ADDITIONAL BOLT PISTOL
1 MARINE: HAND FLAMER (WITH TARGETER AND SUSPENSOR)

Chaos Attributes

Up to D4-2 personal attributes at no points cost. The sergeant's attributes may be generated separately.

OPTIONAL UPGRADES: (additional points cost is per *squad*)

SUBSTITUTE ALL FLAMERS WITH:

PLASMA PISTOL	2	WEB GUN (INCLUDING TARGETER AND SUSPENSOR WHERE APPROPRIATE)	FREE
POWER AXE	FREE		
POWER SWORD	FREE		

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE	6	DAEMON WEAPON*	900	VIRUS (4)	4
POWER GLOVE	15	*GRENADES*		VORTEX (1)	25
POWER SWORD	7	PLASMA (1)	1		

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). A Slaaneshi Daemon of the appropriate type is bound within the blade.*

EQUIP ALL SQUADS WITH:

JUMP PACKS	12	*GRENADES*		RAD	24
POWER SHIELDS	6	ANTI-PLANT	3	SCARE GAS	6
CHAINSWORDS	9	CHOKE	3	SMOKE	3
CHAOS WEAPONS (INCLUDES ONE RANDOM PROPERTY)	300	HAYWIRE	24	STASIS	24
		KNOCK-OUT	3	STUMM	3
		MELTA-BOMB	24	TANGLEFOOT	6
		PHOTON	6	TOXIN GAS	3

ADDITIONAL FORCES

Any Number of BEASTMAN SLAVE SQUADS at 125 pts per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	3	4	2	3	1	7	6	7	6

Beastmen slaves are fitted with explosive collars (p252). Each Slave Squad must be controlled by a Techmarine.

BASIC/STANDARD EQUIPMENT

6 BEASTMEN: HAND WEAPON, KNIFE OR COMBAT ACCESSORY, FLAK ARMOUR, EXPLOSIVE COLLAR (INCLUDING FRENZON DISPENSER)

Chaos Attributes

Up to D6-3 personal attributes at no points cost.

OPTIONAL UPGRADES: (additional points cost is per *squad*)

EQUIP ALL SQUADS WITH:

POWER SHIELDS	6	POWER FIELD GENERATOR	28	(2" RADIUS, INCLUDES SUSPENSORS)	

0-4 (D6-2) CHAOS SPAWN — CHAOS SPAWN 100

PROFILE:	
CHAOS SPAWN	VARIABLE - AS RANDOMLY GENERATED

Chaos Spawn require a Techmarine handler. See 'Instant Chaos Spawn' (p65) to generate their profiles.

BASIC/STANDARD EQUIPMENT

NONE (OR AS GENERATED)

Chaos Attributes

Up to D6-3 personal attributes at no points cost.

OPTIONAL UPGRADES:

None

CHAOS RENEGADES

A detachment from the Emperor's Children may include forces chosen from the Chaos Renegade army list or a Chaos Renegade warband (see ***The Lost and the Damned****). No more than 25% of the points available to the detachment may be spent in this fashion. The Chaos Renegade forces chosen and/or generated must be loyal to Slaanesh.*

THE BLACK LEGION ARMY LIST

The Black Legion is the only rebel Chapter to have changed its name in ten thousand years of exile. Created during the First Founding as the Luna Wolves, the Emperor subsequently changed the Chapter title to the 'Sons of Horus' after the Warmaster's Ullanor Crusade.

It was as the Sons of Horus that the Legion took part in the Horus Heresy, serving as his praetorians during the campaign. However, with the death of Horus at the hands of the Emperor and his Imperial Fist Marines, their morale broke. The Sons of Horus fled from the Imperial Palace bearing the remains of the Warmaster, a clear signal that the rebellion had failed. This action alone secured the contempt of all the other Traitor Legions.

During the first centuries of exile the Sons of Horus were the most combative of all the Traitor Legions, as if seeking to atone for their previous cowardice. Over the centuries the Sons of Horus worshipped one Chaos Power after another, giving themselves willingly as hosts to Summoned Daemons. With each change in loyalty the Daemons of the rejected Power retreated into the warp, leaving discared husks where once had been Legionnaires. The Sons of Horus were driven to the edge of extinction as a Chapter. It was during this period that the Sons of Horus discovered a means of hosting Daemons that did not destroy the mortal host. The Legion was saved.

The revived, but still numerically inferior, Sons fought a number of wars against the other Traitor Legions, which culminated in the destruction of Sons' fortress. The Warmaster's body was removed and cloned, much to the disgust of the remaining Sons. Denied their Warmaster, the Sons rejected his name, their chapter title and painted their armour predominantly black. In a lightning raid the new 'Black Legion' destroyed the Warmaster's body and fled into a further exile. The Chapter's remaining space barge vanished into the dust nebulae about the Eye of Terror.

The Black Legion has raided the Eye of Terror and Imperial worlds ever since. Their hulking space barge has been seen in many parts of the Imperium, only to vanish as mysteriously as it had arrived. The Legion leaves traces of its presence on many planets, and has fought against Imperial forces on many occasions, but its motives and loyalties remain unclear. During the Ultramarines' operations against the Tyranid hive-fleet 'Behemoth', for example, a Black Legion helmet was found by a combat ship clearance squad. Inquisition scholars are still divided over the significance of this discovery.

BLACK LEGION SPECIAL RULES

1 All Black Legionnaires are subject to *hatred* of all other Traitor Legionnaires, Space Marines and Inquisitors. Traitor Legionnaires of the Black Legion are immune to all other *psychological* effects, no matter what their cause.

2 The Black Legion may include daemonic forces drawn from any other Traitor Legion army list in one of its detachments. While part of a Black Legion force, Daemons put aside all traditional rivalries, and are not subject to *hatred* of any other Daemons within the detachment.

BLACK LEGION PERSONALITIES

All Black Legion officers, those who remember the days before the cloning of Warmaster Horus and those more recently promoted, are cunning and ferocious. The Black Legion lacks the manpower of the other Legions, and so its commanders have learned to use their troops to the best effect.

Any number of personalities can be mounted on Chaos Steeds at a cost 32 points each.

0-1 LIEUTENANT COMMANDER

CHAMPION 20 MINOR HERO 51 MAJOR HERO 96

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	10	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	10	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	10	9

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 25 points

BOLT GUN
CONVERSION FIELD
BIONIC EYE (WITH TARGETER, BIO AND ENERGY SCANNERS)

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

JUMP PACKS.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)
DAEMON WEAPON*.....900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). Roll a D4 to determine the loyalty of the Daemon bound within the blade:*

D4	Daemon of		
1	Khorne	3	Nurgle
2	Slaanesh	4	Tzeentch

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

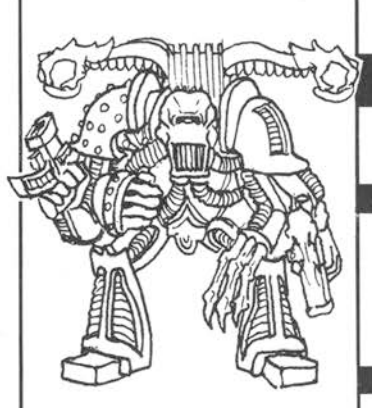
Chaos Rewards

Up to one Chaos reward generated from the *Chaos Rewards Table* at no points cost.

0-1 CAPTAIN

CHAMPION 20 MINOR HERO 51 MAJOR HERO 96

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	10	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	10	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	10	9



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FROG GRENADES

OPTIONS

STANDARD EQUIPMENT: 14 points

BOLT GUN
REFRACTOR FIELD
BIONIC EYE (WITH TARGETER)

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

JUMP PACK.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)
DAEMON WEAPON*.....900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). Roll a D4 to determine the loyalty of the Daemon bound within the blade:*

D4	Daemon of		
1	Khorne	3	Nurgle
2	Slaanesh	4	Tzeentch

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

Up to one Chaos reward generated from the *Chaos Rewards Table* at no points cost.

0-1 LIEUTENANT

CHAMPION 20 MINOR HERO 51 MAJOR HERO 96

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	10	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	10	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	10	9

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

Up to one Chaos reward generated from the *Chaos Rewards Table* at no points cost.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 12 points

BOLT GUN – BIONIC EYE (WITH TARGETER)

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

REFRACTOR FIELD.....2
JUMP PACK.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)

0-4 MEDICS

0-4 Field Medics (Champions) MASTER 63
0-1 Master of the Apothecarion (Minor Hero) FIELD MEDIC 31

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MASTER	4	6	6	4	4	2	6	2	9	9	10	9
FIELD MEDIC	4	5	5	4	3	1	5	1	8	8	10	8

Black Legion Medics are highly valued by the Chapter. Throughout the years of exile the Legion was much reduced, and only by recovering the gene-seed of every fallen warrior is its future assured. The Medics of the Black Legion are also the most proficient in combat surgery: every Black Legionnaire must be preserved where possible.

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

(Master of the Apothecarion only)
Up to one Chaos reward generated from the *Chaos Rewards Table* at no points cost.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL ENERGY SACNNER
BIO-SCANNER MEDI-PACK

OPTIONS

STANDARD EQUIPMENT:

BOLT GUN CHAINSWORD

SPECIAL EQUIPMENT CHARTS

(MASTER OF THE APOTHECARION ONLY)

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

WEB SOLVENT (PER DOSE).....1
JUMP PACK.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)

0-3 CHAPLAINS

CHAMPION 21 MAJOR HERO 96 MINOR HERO 51

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	10	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	10	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	10	9

Chaplains are expected to inspire the Legionnaires by acts of calculated bravery and by their utter savagery towards all enemies.

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

Up to one Chaos reward generated from the *Chaos Rewards Table* at no points cost.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES BOLT PISTOL
KNIFE OR COMBAT ACCESSORY FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 16 points

BOLT GUN POWER SWORD
PLASMA PISTOL CONVERSION FIELD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

CHAINSWORD 2
JUMP PACK 2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)
DAEMON WEAPON*.....900

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). Roll a D4 to determine the loyalty of the Daemon bound within the blade:*

D4	Daemon of		
1	Khorne	3	Nurgle
2	Slaanesh	4	Tzeentch

0-6 LIBRARIANS

0-1 Chief Librarian (Major Hero) 0-1 Codicier (Champion)
0-1 Epistolary (Minor Hero) 0-6 Lexicanian (Marine)

LIBRARIAN 96 EPISTOLARY 51 CODICIER 20 LEXICANIAN 19

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LIBRARIAN	4	6	6	4	4	3	6	3	9	9	10	9
EPISTOLARY	4	6	6	4	4	2	6	2	9	9	10	9
CODICIER	4	5	5	4	3	1	5	1	8	8	10	8
LEXICANIAN	4	4	4	4	3	1	4	1	8	8	10	8

The Black Legion Library keeps alive the 'treachery' of the other Legions in cloning Warmaster Horus. In addition to providing invaluable psychic support, Librarians move along the companies and squads of the Legion, reinforcing the Legion's age-old hatreds with their tales.

Chaos Attributes

Up to D4-2 personal attributes at no points cost.

Chaos Rewards

(Chief Librarian only)
Up to one Chaos reward generated from the *Chaos Rewards Table* table at no points cost.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 4 points

BOLT GUN DISPLACER FIELD

SPECIAL EQUIPMENT CHARTS

(CHIEF LIBRARIAN ONLY)

CHART	ROLLS	PTS/ROLL
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

JUMP PACK.....2
FORCE ROD.....40
FORCE SWORD.....40
REFRACTOR FIELD.....2
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)

(CHIEF LIBRARIAN ONLY)
DAEMON WEAPON.....900*

** A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). Roll a D4 to determine the loyalty of the Daemon bound within the blade:*

D4	Daemon of		
1	Khorne	2	Slaanesh
3	Nurgle	4	Tzeentch

Psychic Powers

The *mastery level* of a Librarian can be determined by a roll on a D4, although he need not be a psyker. Randomly determine the appropriate *psi-level* and number of abilities as indicated for the level of mastery. The points value given includes the cost of abilities and is added to the basic points value quoted above.

D4	Mastery	Psi-level	Abilities	Cost
1	1	3D6	1D6	35 pts
2	2	6D6	2D6	85 pts
3	3	9D6	3D6	120 pts
4	4	12D6	4D6	245 pts

Randomly determine psychic abilities using a D10. Appropriate levels can be randomly generated using any appropriate dice (eg D2, D3, D4).

	Level 1	Level 2
1	Aura of Resistance	Aura of Protection
2	Cure Injury	Ectoplasmic Mist
3	Hammerhand	Jinx
4	Immunity from Poison	Mental Bolt
5	Mental Blow	Rally
6	Steal Mind	Sense Presence
7	Telekinesis 1	Smash
8	Telepathy 1	Telekinesis 2
9	Teleport 1	Telepathy 2
10	Wind Blast	Teleport 2

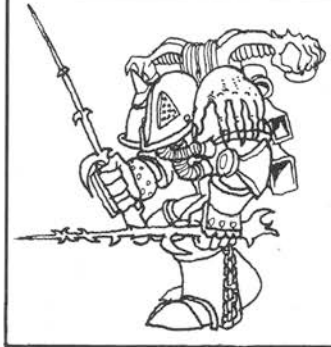
	Level 3	Level 4
1	Aura of Recalcitrance	Aura of Invulnerability
2	Animate Weapon	Change Allegiance
3	Cause Confusion	Cure Wounds
4	Cause Fear	Limbo
5	Destroy Aura	Mental Blast
6	Mental Blitz	Stasis
7	Rout	Strength of Mind
8	Telekinesis 3	Telekinesis 4
9	Telepathy 3	Telepathy 4
10	Transfer Aura	Temporal Distort

0-5D6 TECHMARINES

TECHMARINE 19

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TECHMARINE	4	4	4	4	3	1	4	1	8	8	10	8

Although their skills are learned by rote and passed on by tradition, Techmarines are vital to the Legion. It is they who maintain its remaining space barge and all its remaining equipment. However, despite their other duties they are as deadly in battle as any of their comrades.



Chaos Attributes

Up to D4-2 personal attributes at no points cost.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT:

None

SPECIAL EQUIPMENT CHARTS

None

ADDITIONAL EQUIPMENT

JUMP PACK.....2
CHAINSWORD.....2
BOLT PISTOL.....2
FRAG GRENADES.....1
FRENZON WRIST CONTROLLER.....5
SPAWNGOAD.....FREE
CHAOS WEAPON.....50
(INCLUDES ONE RANDOM PROPERTY)

DAEMONIC PERSONALITIES & SQUADS

Black Legion detachments can include a variety of daemonic forces, drawn from any of the other Traitor Legion lists. While part of the Black Legion, Possessees and Summoned Daemons are not subject to any normal *hatred* against other Daemons within the force. They are still subject to *hatred* of Daemons that are part of another army.

0-D6 POSSESSEES

The Black Legion may include 0-6 Possessees, chosen from the Daemonic Personalities and Squads *section of any other Traitor Legion army list. The appropriate points cost must be paid.*

0-1 SUMMONED GREATER DAEMON

Roll a D6; on an odd result a Greater Daemon is not available to be a part of the force. On an even result one Greater Daemon may be included in a Black Legion force by paying the appropriate points cost. A Greater Daemon may be chosen from the Daemonic Personalities and Squads *section of any other Traitor Legion list.*

0-2 (D6-4) SUMMONED DAEMON PRINCES

DAEMON PRINCE 810

PROFILE:	
DAEMON PRINCE	VARIABLE - AS RANDOMLY GENERATED

Daemon Princes are the most varied of the Powers' servants, united only by their desire to do violence in his name. No two are the same and once the points have been spent on purchasing a Daemon Prince the system given under 'Instant' Daemon Princes *(p65) should be used. This will generate appropriate profiles and equipment. The loyalty of each Daemon Prince should be determined by rolling a D4 and consulting the following table:*

D4	Daemon Prince of						
1	Khorne	2	Slaanesh	3	Nurgle	4	Tzeentch

Chaos Attributes	BASIC/STANDARD EQUIPMENT
As determined during generation process.	AS DETERMINED DURING GENERATION PROCESS
	0 OPTIONS
	STANDARD EQUIPMENT:
	NONE

0-3 (D6-3) Squads of SUMMONED LESSER DAEMONS

The Black Legion may include D6-3 Lesser Daemon Squads, chosen from the Daemonic Personalities and Squads *section of any other Traitor Legion army list. The appropriate points cost per squad must be paid. Squads loyal to different Chaos Powers may be included in the same force.*

Who pledged his loyalty?
The Warmaster
Whom did we serve in faith?
The Warmaster
From whom did we take our name?
The Warmaster
Who was denied to us?
The Warmaster
But whom shall we remake?
The Warmaster
And who shall lead us to victory?
The Warmaster

- Black Legion Catechism

BLACK LEGION SQUADS

Any number of Tactical Squads may be mounted on Chaos Steeds at a cost of 320 points per squad. Unlike other upgrades, Chaos Steeds need not be supplied to every squad of a particular type.

0-10 TACTICAL SQUADS at 270 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEGIONNAIRE	4	4	4	4	3	1	4	1	8	8	10	8

The Tactical Squads of the Black Legion are as ferocious as any other Traitor Legionnaires, but they are more adaptable, trained to react with greater subtlety than their brethren in the Assault and Devastator Squads.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL — FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: BOLT GUN AND BIO-SCANNER
7 MARINES: BOLT GUN
1 MARINE: MISSILE LAUNCHER (INCLUDING TARGETER AND SUSPENSORS) WITH FRAG AND MELTA MISSILES
1 MARINE: FLAMER (WITH TARGETER AND SUSPENSORS)

Chaos Attributes

Up to D4-2 personal attributes at no points cost. The sergeant's attributes may be generated separately.

OPTIONAL UPGRADES: (additional points cost is per *squad*)

SUBSTITUTE ALL FLAMERS WITH:

GRAVITON GUN	FREE
MELTA-GUN	5
PLASMA GUN	4
SHURIKEN CATAPULT (INCLUDING TARGETER AND SUSPENSOR)	8

SUBSTITUTE ALL MISSILE LAUNCHERS (AND MISSILES) WITH:

BEAMER	17
HEAVY PLASMA GUN	44
LAS-CANNON	59
MULTI-MELTA (INCLUDING TARGETER AND SUSPENSORS)	19

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE 6	WEB GUN 2	*GRENADES*	PLASMA (1) 1
POWER GLOVE 15	CHAOS WEAPON 50 (INCLUDING ONE RANDOM PROPERTY)		VIRUS (4) 4
POWER SWORD 7			VORTEX (1) 25

EQUIP ALL SQUADS WITH:

JUMP PACKS 20	HALLUCINOGEN 20	SMOKE 5	CRACK 20
CHAINSWORDS 15	HAYWIRE 40	STASIS 40	SCARE GAS 10
GRENADES	KNOCK-OUT 5	STUMM 5	RAD 40
ANTI-PLANT 5	MELTA-BOMB 40	TANGLEFOOT 10	CHOKE 5
BLIND 10	PHOTON 10	TOXIN GAS 5	

EQUIP ALL MISSILE LAUNCHERS WITH:

ANTI-PLANT ½	HAYWIRE 4	SMOKE ½	
BLIND 1	KNOCK-OUT ½	STASIS 4	
CHOKE ½	PHOTON 1	STUMM ½	
CRACK 20	RAD 4	TANGLEFOOT 1	
HALLUCINOGEN 2	SCARE GAS 1	TOXIN GAS ½	

0-3 DEVASTATOR SQUADS at 380 pts per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEGIONNAIRE	4	4	4	4	3	1	4	1	8	8	10	8

Having turned from the worship of Horus, the remaining 'god' of the Black Legion is firepower. Its Devastator Squads consider themselves to be the elite of the Legion, and pride themselves that their aggression and skill is unmatched.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: BOLT GUN
5 MARINES: BOLT GUN
2 MARINES: MISSILE LAUNCHER (INCLUDING TARGETER AND SUSPENSORS) WITH FRAG AND CRACK MISSILES
2 MARINES: HEAVY BOLTER (WITH TARGETER AND SUSPENSORS)

Chaos Attributes

Up to D4-2 personal attributes at no points cost. The sergeant's attributes may be generated separately.

OPTIONAL UPGRADES: (additional points cost is per *squad*)

SUBSTITUTE ALL MISSILE LAUNCHERS (AND MISSILES) WITH:

	ONE	BOTH
BEAMER	1	2
HEAVY PLASMA GUN	28	56
LAS-CANNON	43	86
MULTI-MELTA	3	6

SUBSTITUTE ONE OR BOTH HEAVY BOLTERS WITH:

HEAVY WEBBER 9 or 18 (INCLUDING TARGETER AND SUSPENSORS)

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE 6	WEB GUN 2	*GRENADES*	PLASMA (1) 1
POWER GLOVE 15	CHAOS WEAPON 50 (INCLUDING ONE RANDOM PROPERTY)		VIRUS (4) 4
POWER SWORD 7			VORTEX (1) 25

EQUIP ALL SQUADS WITH:

JUMP PACKS 20	HALLUCINOGEN 20	SMOKE 5	CHOKE 5
CHAINSWORDS 15	HAYWIRE 40	STASIS 40	CRACK 20
GRENADES	KNOCK-OUT 5	STUMM 5	RAD 40
ANTI-PLANT 5	MELTA-BOMB 40	TANGLEFOOT 10	SCARE GAS 10
BLIND 10	PHOTON 10	TOXIN GAS 5	

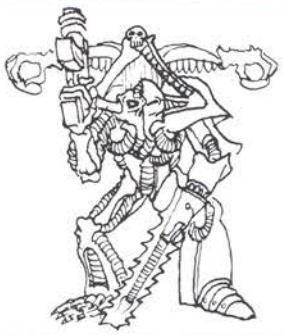
EQUIP ALL MISSILE LAUNCHERS WITH:

ANTI-PLANT ½ or 1	KNOCK-OUT ½ or 1	SMOKE ½ or 1	
BLIND 1 or 2	MELTA-BOMB 4 or 8	STASIS 4 or 8	
CHOKE ½ or 1	PHOTON 1 or 2	STUMM ½ or 1	
HALLUCINOGEN 2 or 4	RAD 4 or 8	TANGLEFOOT 1 or 2	
HAYWIRE 4 or 8	SCARE GAS 1 or 2	TOXIN GAS ½ or 1	

0-3 ASSAULT SQUADS at 260 pts per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEGIONNAIRE	4	4	4	4	3	1	4	1	8	8	10	8

The remaining veterans of the Luna Wolves/Sons of Horus are now to be found in the Black Legion's Assault Squads. Their fanatical desire to prove themselves is channelled into a killing fury in close combat.



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL — CRACK GRENADES
BLIND GRENADES — FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: CHAINSWORD AND BIO-SCANNER
7 MARINES: ADITTIONAL BOLT PISTOL
1 MARINE: HAND FLAMER (WITH TARGETER AND SUSPENSOR)
1 MARINE: PLASMA PISTOL (WITH TARGETER AND SUSPENSOR)

Chaos Attributes

Up to D4-2 personal attributes at no points cost. The sergeant's attributes may be generated separately.

OPTIONAL UPGRADES: (additional points cost is per *squad*)

SUBSTITUTE ALL FLAMERS WITH:

PLASMA PISTOL	2
POWER AXE	FREE
POWER SWORD	FREE

SUBSTITUTE ALL STANDARD EQUIPMENT PLASMA PISTOLS WITH:

POWER AXE	FREE
WEB GUN (INCLUDING TARGETER AND SUSPENSOR WHERE APPROPRIATE)	FREE

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE 6	DAEMON WEAPON* 900	VIRUS (4) 4
POWER GLOVE 15	*GRENADES*	VORTEX (1) 25
POWER SWORD 7	PLASMA (1) 1	

* *A Daemon Weapon should be randomly generated (after the points cost has been paid) using the Daemon Weapon system in* The Magic of Chaos *(p94). Roll a D4 to determine the loyalty of the Daemon bound within the blade:* 1 Khorne 2 Slaanesh 3 Nurgle 4 Tzeentch

EQUIP ALL SQUADS WITH:

JUMP PACKS	20	*GRENADES*		SCARE GAS	10	MELTA-BOMB	40
POWER SHIELDS	10	ANTI-PLANT	5	SMOKE	5	PHOTON	10
CHAINSWORDS	15	CHOKE	5	STASIS	40	RAD	40
CHAOS WEAPON (INCLUDING ONE RANDOM PROPERTY)	500	HALLUCINOGEN	20	STUMM	5		
		HAYWIRE	40	TANGLEFOOT	10		
		KNOCK-OUT	5	TOXIN GAS	5		

ADDITIONAL FORCES

Any Number of BEASTMAN SLAVE SQUADS at 125 pts per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	3	4	2	3	1	7	6	7	6

Beastmen slaves are fitted with explosive collars (p252). Each Slave Squad must be controlled by a Techmarine.

BASIC/STANDARD EQUIPMENT

10 BEASTMEN: HAND WEAPON, KNIFE OR COMBAT ACCESSORY, FLAK ARMOUR, EXPLOSIVE COLLAR (INCLUDING FRENZON DISPENSER)

Chaos Attributes

Up to D6-3 personal attributes at no points cost.

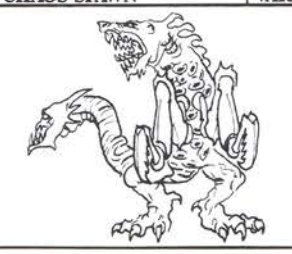
OPTIONAL UPGRADES: (additional points cost is per *squad*)

EQUIP ALL SQUADS WITH:

POWER SHIELDS 10	POWER FIELD GENERATOR 28	(2" RADIUS, INCLUDES SUSPENSORS)

0-4 (D6-2) CHAOS SPAWN — CHAOS SPAWN 100

PROFILE:	
CHAOS SPAWN	VARIABLE - AS RANDOMLY GENERATED



Chaos Spawn require a Techmarine handler. See 'Instant Chaos Spawn' (p65) to generate their profiles.

BASIC/STANDARD EQUIPMENT

NONE (OR AS GENERATED)

Chaos Attributes

Up to D6-3 personal attributes at no points cost.

OPTIONAL UPGRADES:

None

CHAOS RENEGADES

The Black Legion may include forces chosen from the Chaos Renegade army list or a Chaos Renegade warband (see ***The Lost and the Damned****). No more than 25% of the points available to the detachment may be spent in this fashion. Roll a D4 to determine the loyalty of the Chaos Renegade force (a result of 1 means Khorne, 2 Slaanesh, 3 Nurgle and 4 Tzeentch).*

ORDO MALLEUS ARMY LIST

The Imperium's vast size means that the Ordo Malleus is rarely properly positioned to meet unexpected threats from Daemons and Daemon-worshippers. Even the Ordo's resources are limited when faced with the billions of Imperial subjects who require policing for signs of the daemonic.

As a result, a Daemonhunter is often forced into battle without the forces he would wish to have at his disposal. A large force of Ordo Daemonhunters and Grey Knights may not be within striking distance. In such a situation, battle must be given with what is to hand - a scratch force of a few Ordo Malleus Inquisitors and Grey Knights backed by locally pressed troops.

The number and type of specialised troops within reach is determined randomly. The Daemonhunter must roll for an allowance of Ordo and Inquisition personalities and Grey Knight personality models, Techmarines and squads. An Ordo Malleus Daemonhunter can expect the following Imperial forces to be at his disposal:

D6-3 Ordo Malleus Daemonhunters - these are in addition to the original Daemonhunter of the Ordo Malleus
D6-3 Inquisitors
2D6 Grey Knight Personalities
2D6 Grey Knight Techmarines
2D6 Grey Knight Squads

The number of personalities and squads available is randomly determined by rolling a number of D6s for each category of model. This is the maximum number allowed - a player may have fewer personalities or squads in the detachment if he so wishes.

The final number of models allowed may often be less than the points value allowance for a battle. Any remaining points can be used to purchase extra equipment or to purchase Imperial Guard, Adeptus Arbites or Space Marine squads. Their points value is not counted towards victory, even if any do survive the battle. Survivors are executed or mind scrubbed to preserve the Imperial secrecy that surrounds the existence of Daemons.

ORDO MALLEUS SPECIAL RULES

1. All Ordo Malleus personalities and Grey Knights are immune to *fear* effects caused by mortal followers of Chaos.
2. When making *fear* tests caused by Daemons, members of the Ordo Malleus and Grey Knights chapter receive a +1 bonus to their *Cool*.

The worst is yet to come.

PERSONALITIES

1(+D6-3) ORDO MALLEUS DAEMONHUNTERS

DAEMONHUNTER 52

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DAEMONHUNTER	4	5	5	4	4	2	5	2	9	9	9	9

A Daemonhunter has overall direction of the forces he requisitions from local commanders, but often leaves individual detachments under their own officers. Other available Daemonhunters, who are summoned to the battle, are spread throughout the force so that their specialized knowledge and weaponry can be put to good use.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
BOLT PISTOL
PLASMA PISTOL

OPTIONS

STANDARD EQUIPMENT: 31 points

IMPERIAL STASIS FIELD
CONVERSION FIELD
JUMP PACK
FRAG GRENADES

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	1-4	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	1-4	7
EQUIPMENT AND BIONICS	1-10	5

ADDITIONAL EQUIPMENT

PSYCANNON 100
FORCE SWORD 40
FORCE ROD 40
PSYK-OUT GRENADE (1) 10
DAEMON WEAPON* 900

** Any Daemon Weapons which are taken from fallen servants of Chaos are given over to the keeping of the Ordo Malleus. Those outside the Ordo who are unlucky enough to know of the weapon's existence are executed. In turn the Ordo carefully study the blades in their keep, and use some of them against Chaos. The blade should be randomly generated, after paying the points cost, using the Daemon Weapon system (pp94). Roll a D4 to determine the loyalty of the Daemon bound within the blade:*

D4	Daemon of
1	Khorne
2	Slaanesh
3	Nurgle
4	Tzeentch

Advance Points

Ordo Malleus Daemonhunters may receive *advance points* which are added to the standard profile given above, as described under *Ordo Malleus Profiles* (p249). This is done at no extra points cost. Roll a D6 to determine the number of *advance points* available:

D6	Advance Points
1-3	1D6
4-5	1D6+2
6	9

Psychic Powers

Daemonhunters may have psychic powers. The *mastery level* of a Daemonhunter is determined by a roll on a D4. Randomly determine the appropriate *psi-level* and number of abilities as indicated for each level of mastery. The points value given includes the cost of abilities and is added to the basic points value quoted above.

D4	Mastery	Psi-level	Abilities	Cost
1	1	3D6	1D6	35 pts
2	2	6D6	2D6	85 pts
3	3	9D6	3D6	120 pts
4	4	12D6	4D6	245 pts

Randomly determine psychic abilities using a D10. Appropriate levels can be randomly generated using any appropriate dice (eg D2, D3, D4).

	Level 1	Level 2
1	Aura of Resistance	Aura of Protection
2	Cure Injury	Ectoplasmic Mist
3	Hammerhand	Jinx
4	Immunity from Poison	Mental Bolt
5	Mental Blow	Rally
6	Steal Mind	Sense Presence
7	Telekinesis 1	Smash
8	Telepathy 1	Telekinesis 2
9	Teleport 1	Telepathy 2
10	Wind Blast	Teleport 2

	Level 3	Level 4
1	Aura of Recalcitrance	Aura of Invulnerability
2	Animate Weapon	Change Allegiance
3	Cause Confusion	Cure Wounds
4	Cause Fear	Limbo
5	Destroy Aura	Mental Blast
6	Mental Blitz	Stasis
7	Rout	Strength of Mind
8	Telekinesis 3	Telekinesis 4
9	Telepathy 3	Telepathy 4
10	Transfer Aura	Temporal Distort

D6-3 INQUISITORS

INQUISITOR 50

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
INQUISITOR	4	5	5	4	4	2	5	2	8	8	8	8

The Ordo Malleus may press any available Inquisitors into a fight against Daemons. It is the Inquisitors' duty to inspire the rank and file by their bravery in the face of danger, and to cleanse those mortals who have fallen under daemonic influence.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
BOLT PISTOL
PLASMA PISTOL

OPTIONS

STANDARD EQUIPMENT: 31 points

IMPERIAL STASIS FIELD
CONVERSION FIELD
JUMP PACK
FRAG GRENADES

Advance Points

Inquisitors may receive *advance points* which are added to the standard profile given above, as described in **WH40K** p142. This is done at no extra points cost. Roll a D10 to determine the number of *advance points* available (up to a maximum of 23):

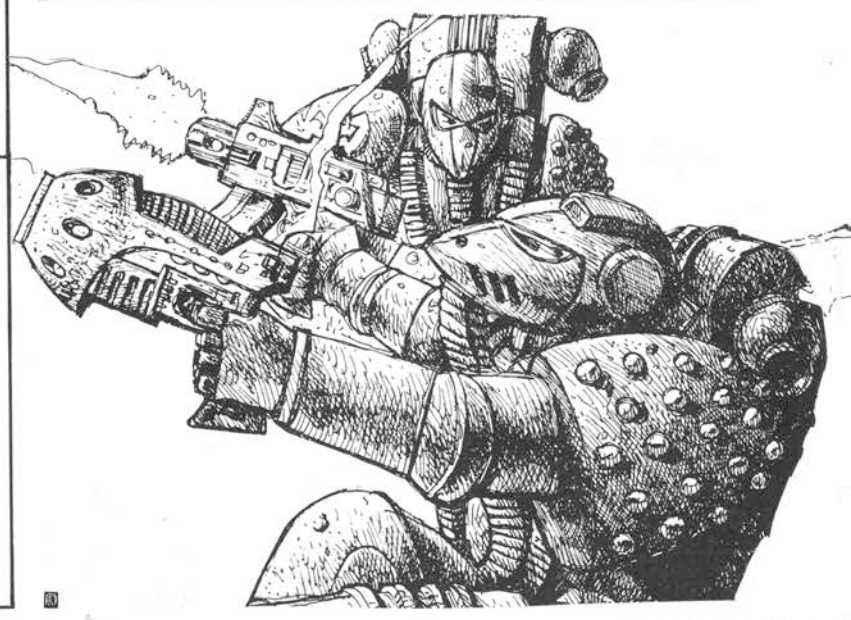
D10	Advance Points		
1-4	4D6	8-9	6D6
5-7	5D6	0	7D6

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	1-4	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	1-4	7
EQUIPMENT AND BIONICS	1-10	5

ADDITIONAL EQUIPMENT

None



2D6 GREY KNIGHT PERSONALITIES

0-1 LIEUTENANT COMMANDER

CHAMPION 19 MINOR HERO 50 MAJOR HERO 94

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

Second in command and right hand man to the Commander of the Chapter, the Lieutenant Commander is often delegated to lead important task forces.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 32 points

BOLT GUN
POWER SWORD
CONVERSION FIELD
BIONIC EYE (WITH TARGETER, BIO AND ENERGY SACNNERS)

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5

ADDITIONAL EQUIPMENT

JUMP PACK.....2
PSYK-OUT GRENADE (1).....10

0-1 LIEUTENANT

CHAMPION 19 MINOR HERO 50 MAJOR HERO 94

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

The Lieutenant is the second in command to the company Captain and acts as his right hand man. His tactical role is similar to that of the Captain, exercised under the Captain's instruction. Should the Captain fall, the Lieutenant assumes command of the Company.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 19 points

BOLT GUN
POWER SWORD
BIONIC EYE (WITH TARGETER)

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7

ADDITIONAL EQUIPMENT

REFRACTOR FIELD.....2
JUMP PACK.....2
PSYK-OUT GRENADE (1).....10

0-1 CAPTAIN

CHAMPION 19 MINOR HERO 50 MAJOR HERO 94

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

Each Marine Company is Commanded by a captain. His battlefield role is to move among the squads of the Company lending his support where it is most needed.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 21 points

BOLT GUN
POWER SWORD
REFRACTOR FIELD
BIONIC EYE (WITH TARGETER)

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5

ADDITIONAL EQUIPMENT

JUMP PACK.....2
PSYK-OUT GRENADE (1).....10

0-4 MEDICS

0-1 Master of the Apothecarion (Minor Hero) 0-4 Field Medics (Champions)

MASTER 65 FIELD MEDIC 35

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MASTER	4	6	6	4	4	2	6	2	9	9	9	9
FIELD MEDIC	4	5	5	4	3	1	5	1	8	8	8	8

Medics are battle-brothers with special medical training. Their tactical role is to provide medical assistance to fellow marines in combat and to ensure retrieval of the gene-seed.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL ENERGY SCANNER
FRAG GRENADES MEDI-PACK BIO-SCANNER

OPTIONS

STANDARD EQUIPMENT: 4 points

BOLT GUN
CHAINSWORD

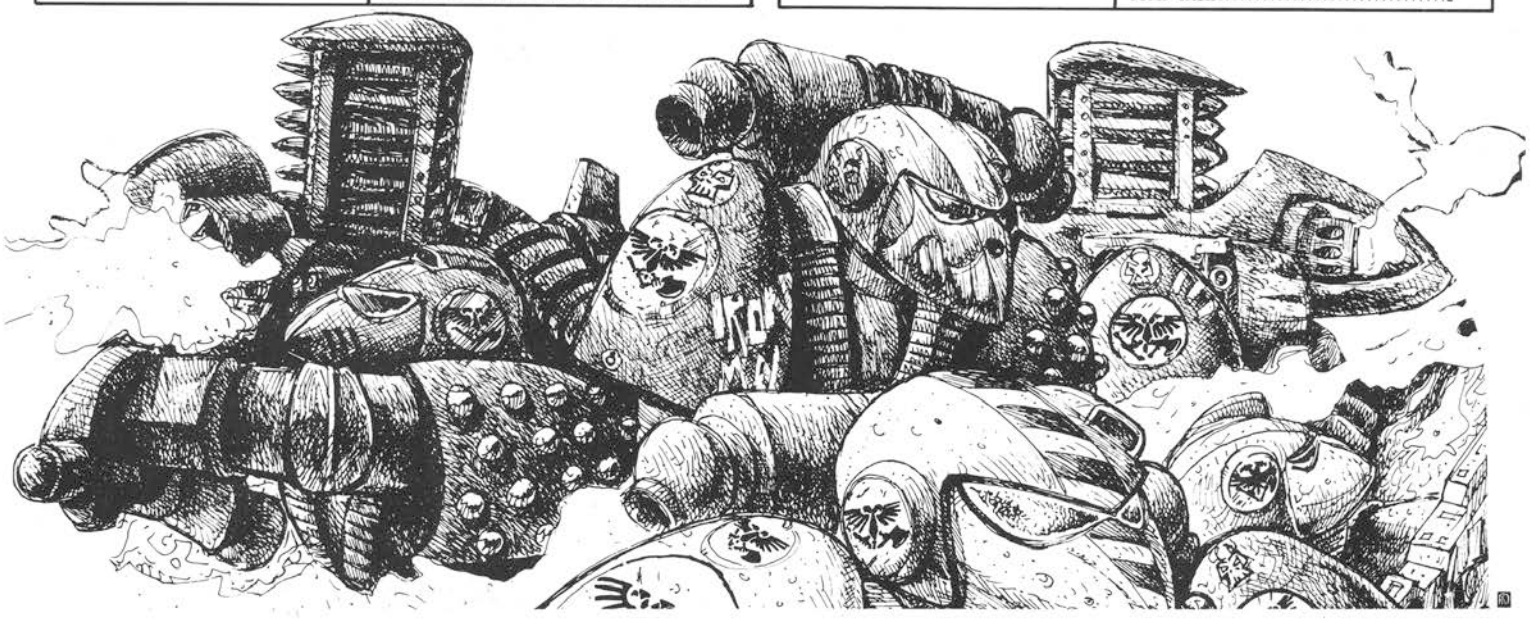
SPECIAL EQUIPMENT CHARTS

(MASTER OF THE APOTHECARION ONLY)

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5

ADDITIONAL EQUIPMENT

WEB SOLVENT (per dose).....1
JUMP PACK.....2



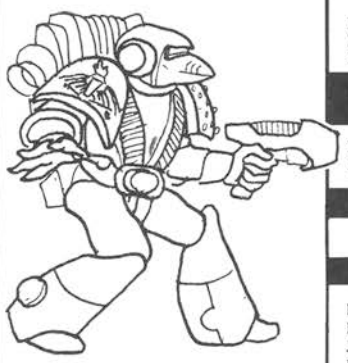
0-6 LIBRARIANS

0-1 Chief Librarian (Major Hero) **0-1 Epistolary (Minor Hero)**
0-1 Codicier (Champion) **0-6 Lexicanian (Marine)**

LIBRARIAN 94 EPISTOLARY 50 CODICIER 19 LEXICANIAN 18

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LIBRARIAN	4	6	6	4	4	3	6	3	9	9	9	9
EPISTOLARY	4	6	6	4	4	2	6	2	9	9	9	9
CODICIER	4	5	5	4	3	1	5	1	8	8	8	8
LEXICANIAN	4	4	4	4	3	1	4	1	8	8	8	8

Librarians are battle-scribes with important communications and reconnaissance duties. The Library is also the centre of psychic activity of the chapter and Marine Librarian Psykers provide valuable psychic support on the battlefield.



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 4 points

BOLT GUN
DISPLACER FIELD

SPECIAL EQUIPMENT CHARTS

NONE

ADDITIONAL EQUIPMENT

FORCE SWORD.....40
FORCE ROD.....40
JUMP PACK.....2
REFRACTOR FIELD.....2
PSYK-OUT GRENADE (1).....10

Psychic Powers

The *mastery level* of a Librarian is determined by a roll on a D4. Randomly determine the appropriate *psi-level* and number of abilities as indicated for the level of mastery. The points value given includes the cost of abilities and is added to the basic points value quoted above.

D4	Mastery	Psi-level	Abilities	Cost
1	1	3D6	1D6	35 pts
2	2	6D6	2D6	85 pts
3	3	9D6	3D6	120 pts
4	4	12D6	4D6	245 pts

Randomly determine psychic abilities using a D10. Appropriate levels can be randomly generated using any appropriate dice (eg D2, D3, D4).

	Level 1	Level 2
1	Aura of Resistance	Aura of Protection
2	Cure Injury	Ectoplasmic Mist
3	Hammerhand	Jinx
4	Immunity from Poison	Mental Bolt
5	Mental Blow	Rally
6	Steal Mind	Sense Presence
7	Telekinesis 1	Smash
8	Telepathy 1	Telekinesis 2
9	Teleport 1	Telepathy 2
10	Wind Blast	Teleport 2

	Level 3	Level 4
1	Aura of Recalcitrance	Aura of Invulnerability
2	Animate Weapon	Change Allegiance
3	Cause Confusion	Cure Wounds
4	Cause Fear	Limbo
5	Destroy Aura	Mental Blast
6	Mental Blitz	Stasis
7	Rout	Strength of Mind
8	Telekinesis 3	Telekinesis 4
9	Telepathy 3	Telepathy 4
10	Transfer Aura	Temporal Distort

0-3 CHAPLAINS

CHAMPION 19 MINOR HERO 50 MAJOR HERO 94

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

Each company has a Marine Chaplain who is responsible for its spiritual welfare. The Chaplain moves among the squads of the company inspiring Marines with Battle Liturgy and by his heroic example.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

OPTIONS

STANDARD EQUIPMENT: 16 points

BOLT GUN
PLASMA PISTOL
POWER SWORD
CONVERSION FIELD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7

ADDITIONAL EQUIPMENT

CHAINSWORD.....2
JUMP PACK.....2
PSYK-OUT GRENADE (1).....10

0-2D6 GREY KNIGHT TECHMARINES

TECHMARINE 17

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TECHMARINE	4	4	4	4	3	1	4	1	8	8	8	8

Techmarines have specialist technical knowledge. A varying number of Grey Knight Techmarines will be available for inclusion in an Ordo Malleus battlegroup. It is the number of Techmarines available that determines the number of support weapons, vehicles or other equipment available to the detachment.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL

OPTIONS

STANDARD EQUIPMENT:

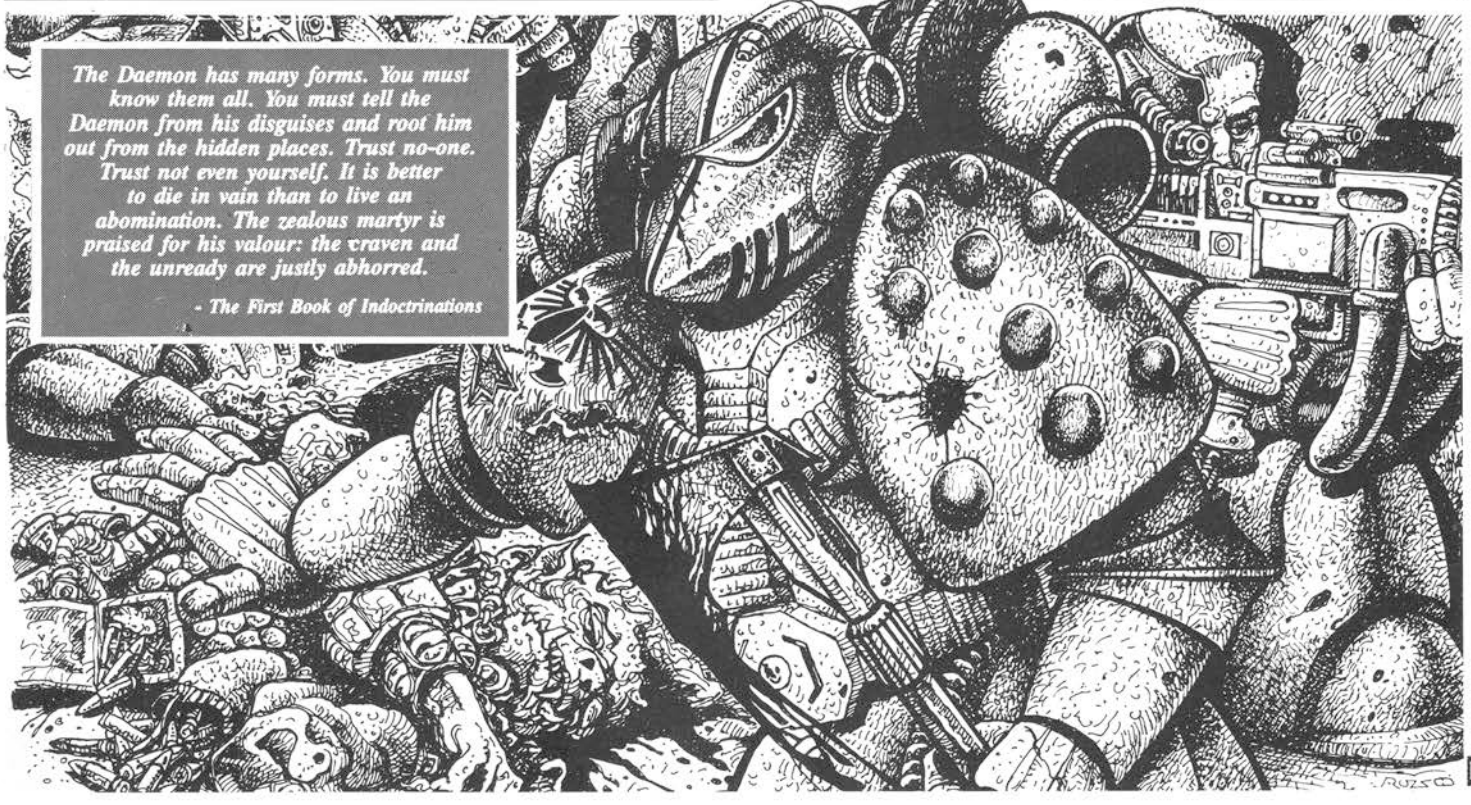
None

SPECIAL EQUIPMENT CHARTS

None

ADDITIONAL EQUIPMENT

JUMP PACK.....2
BOLT GUN.....2
FRAG GRENADES.....1
PSYK-OUT GRENADE (1).....10


The Daemon has many forms. You must know them all. You must tell the Daemon from his disguises and root him out from the hidden places. Trust no-one. Trust not even yourself. It is better to die in vain than to live an abomination. The zealous martyr is praised for his valour: the craven and the unready are justly abhorred.
- The First Book of Indoctrinations

2D6 GREY KNIGHT SQUADS

0-12 TACTICAL SQUADS at 260 pts per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARINE	4	4	4	4	3	1	4	1	8	8	8	8

Tactical Squads are the basic fighting unit of the chapter, armed, trained and equipped for flexible battle deployment.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: BOLT GUN AND BIO-SCANNER
7 MARINES: BOLT GUN
1 MARINE: MISSILE LAUNCHER (INCLUDING TARGETER AND SUSPENSORS) WITH FRAG AND MELTA MISSILES
1 MARINE: FLAMER (WITH TARGETER AND SUSPENSORS)

OPTIONAL UPGRADES: (additional points cost is per *squad*)

SUBSTITUTE ALL FLAMERS WITH: AND MISSILES WITH:

GRAVITON GUN	FREE
MELTA-GUN	5
PLASMA GUN	4
SHURIKEN CATAPULT (INCLUDING TARGETER AND SUSPENSOR)	8

SUBSTITUTE ALL MISSILE LAUNCHERS (AND MISSILES) WITH:

BEAMER	17
HEAVY PLASMA GUN	44
LAS-CANNON	59
MULTI-MELTA (INCLUDING TARGETER AND SUSPENSORS)	19

EQUIP ALL SERGEANTS WITH ADDITIONAL:

CHAINSWORD	2	WEB GUN	2	PSYK-OUT (1)	10
POWER AXE	6			VIRUS (4)	4
POWER GLOVE	15	*GRENADES*		VORTEX (1)	25
POWER SWORD	7	PLASMA (1)	1		

EQUIP ALL SQUADS WITH:

JUMP PACKS	20	HALLUCINOGEN	20	SMOKE	5
		HAYWIRE	40	STASIS	40
GRENADES		KNOCK-OUT	5	STUMM	5
ANTI-PLANT	5	MELTA-BOMB	40	TANGLEFOOT	10
BLIND	10	PHOTON	10	TOXIN GAS	5
CHOKE	5	RAD	40		
CRACK	20	SCARE GAS	10		

EQUIP ALL MISSILE LAUNCHERS WITH:

ANTI-PLANT	½	KNOCK-OUT	½	STASIS	4
BLIND	1	PHOTON	1	STUMM	½
CHOKE	½	PSYK-OUT (1)	10	TANGLEFOOT	1
CRACK	20	RAD	4	TOXIN GAS	½
HALLUCINOGEN	2	SCARE GAS	1		
HAYWIRE	4	SMOKE	½		

0-2 DEVASTATOR SQUADS at 375 pts per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARINE	4	4	4	4	3	1	4	1	8	8	8	8

Devastator Squads are armed, trained and equipped for a close support tactical role. Heavy weaponry is their primary armament.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: BOLT GUN
5 MARINES: BOLT GUN
2 MARINES MISSILE LAUNCHER (INCLUDING TARGETER AND SUSPENSORS) WITH FRAG AND CRACK MISSILES
2 MARINES HEAVY BOLTER (WITH TARGETER AND SUSPENSORS)

OPTIONAL UPGRADES: (additional points cost is per *squad*)

SUSBSTITUTE MISSILE LAUNCHERS (AND MISSILES) WITH:

	ONE	BOTH
BEAMER	1	2
HEAVY PLASMA GUN	28	56
LAS-CANNON	43	86
MULTI-MELTA	3	6

SUBSTITUTE ONE OR BOTH HEAVY BOLTERS WITH:

HEAVY WEBBER (INCLUDING TARGETER AND SUSPENSORS) 9 or 18

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE	6	*GRENADES*		VIRUS (4)	4
POWER GLOVE	15	PLASMA (1)	1	VORTEX (1)	25
POWER SWORD	7	PSYK-OUT (1)	10		
WEB GUN	2				

EQUIP ALL SQUADS WITH:

JUMP PACKS	20	HALLUCINOGEN	20	SMOKE	5
		HAYWIRE	40	STASIS	40
GRENADES		KNOCK-OUT	5	STUMM	5
ANTI-PLANT	5	MELTA-BOMB	40	TANGLEFOOT	10
BLIND	10	PHOTON	10	TOXIN GAS	5
CHOKE	5	RAD	40		
CRACK	20	SCARE GAS	10		

EQUIP ONE OR BOTH MISSILE LAUNCHERS IN EACH SQUAD WITH:

ANTI-PLANT	½ or 1	MELTA-BOMB	4 or 8	STASIS	4 or 8
BLIND	1 or 2	PHOTON	1 or 2	STUMM	½ or 1
CHOKE	½ or 1	PSYK-OUT (1)	10 or 20	TANGLEFOOT	1 or 2
HALLUCINOGEN	2 or 4	RAD	4 or 8	TOXIN GAS	½ or 1
HAYWIRE	4 or 8	SCARE GAS	1 or 2		
KNOCK-OUT	½ or 1	SMOKE	½ or 1		

0-4 ASSAULT SQUADS at 245 pts per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARINE	4	4	4	4	3	1	4	1	8	8	8	8

Assault Squads are armed, trained and equipped for storming actions. They rely on close combat weapons.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
BLIND GRENADES
CRACK GRENADES
FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: CHAINSWORD AND BIO-SCANNER
7 MARINES: ADDITIONAL BOLT PISTOL
1 MARINE: HAND FLAMER (WITH TARGETER AND SUSPENSOR)
1 MARINE: PLASMA PISTOL (WITH TARGETER AND SUSPENSOR)

OPTIONAL UPGRADES: (additional points cost is per *squad*)

SUBSTITUTE ALL FLAMERS WITH:

PLASMA PISTOL	2
POWER AXE	FREE
POWER SWORD	FREE
WEB GUN (INCLUDING TARGETER AND SUSPENSOR WHERE APPROPRIATE)	FREE

SUBSTITUTE ALL STANDARD EQUIPMENT PLASMA PISTOLS WITH:

POWER AXE	FREE
POWER SWORD	FREE

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE	6	*GRENADES*		PSYK-OUT (1)	10
POWER GLOVE	15	PLASMA (1)	1	VIRUS (4)	4
POWER SWORD	7			VORTEX (1)	25

EQUIP ALL SQUADS WITH:

JUMP PACKS	20	HALLUCINOGEN	20	SMOKE	5
POWER SHIELDS	10	HAYWIRE	40	STASIS	40
CHAINSWORDS	15	KNOCK-OUT	5	STUMM	5
		MELTA-BOMB	40	TANGLEFOOT	10
GRENADES		PHOTON	10	TOXIN GAS	5
ANTI-PLANT	5	RAD	40		
CHOKE	5	SCARE GAS	10		

Zeal is its own excuse.

ADDITIONAL FORCES

Any Number of ADEPTUS ARBITES SQUADS at 102 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ADEPTES ARBITES	4	4	4	4	3	1	4	1	7	7	7	7

The soldiers of the priesthood, the Adeptus Arbites are used to quell disent among many planetary populations. They are equipped and trained for riot control duties rather than military operations.

BASIC EQUIPMENT

MAGISTER & 5 JUDGES
MESH ARMOUR
KNIFE
BOLT PISTOL
HAYWIRE GRENADES
STUMM GRENADES
WEBBER

OPTIONAL UPGRADES:
(additional points cost is per *squad*)

EQUIP ALL MAGISTERS WITH:

POWER AXE.....6

EQUIP ALL JUDGES WITH:

SHOTGUNS.....5

EQUIP ALL SQUADS WITH:

GRENADE LAUNCHER..25 (INCLUDING TARGETER AND SUSPENSORS) WITH HAYWIRE AND STUMM GRENADES

EXTRA GRENADES FOR GRENADE LAUNCHER...
ANTI-PLANT.....½
BLIND.....1
CHOKE.....½
CRACK.....2
FRAG.....1
HALLUCINOGEN....2
KNOCK-OUT.....½
MELTA-BOMB.....4
PHOTON.....1
RAD.....4
SCARE GAS.....1
SMOKE.....½
STASIS.....4
TANGLEFOOT.....1
TOXIN GAS.....½

Any Number of IMPERIAL GUARD SQUADS at 88 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
IMPERIAL GUARD	4	3	3	3	3	1	3	1	7	7	7	7

The Imperial Guard, by numbers alone, forms the backbone of the Imperium's strength. They form garrisons on Human worlds and fight in prolonged campaigns. They are neither as ruthless nor as well-equipped as the Adeptus Astartes.

BASIC EQUIPMENT

FLAK ARMOUR
KNIFE
FRAG GRENADES

STANDARD EQUIPMENT

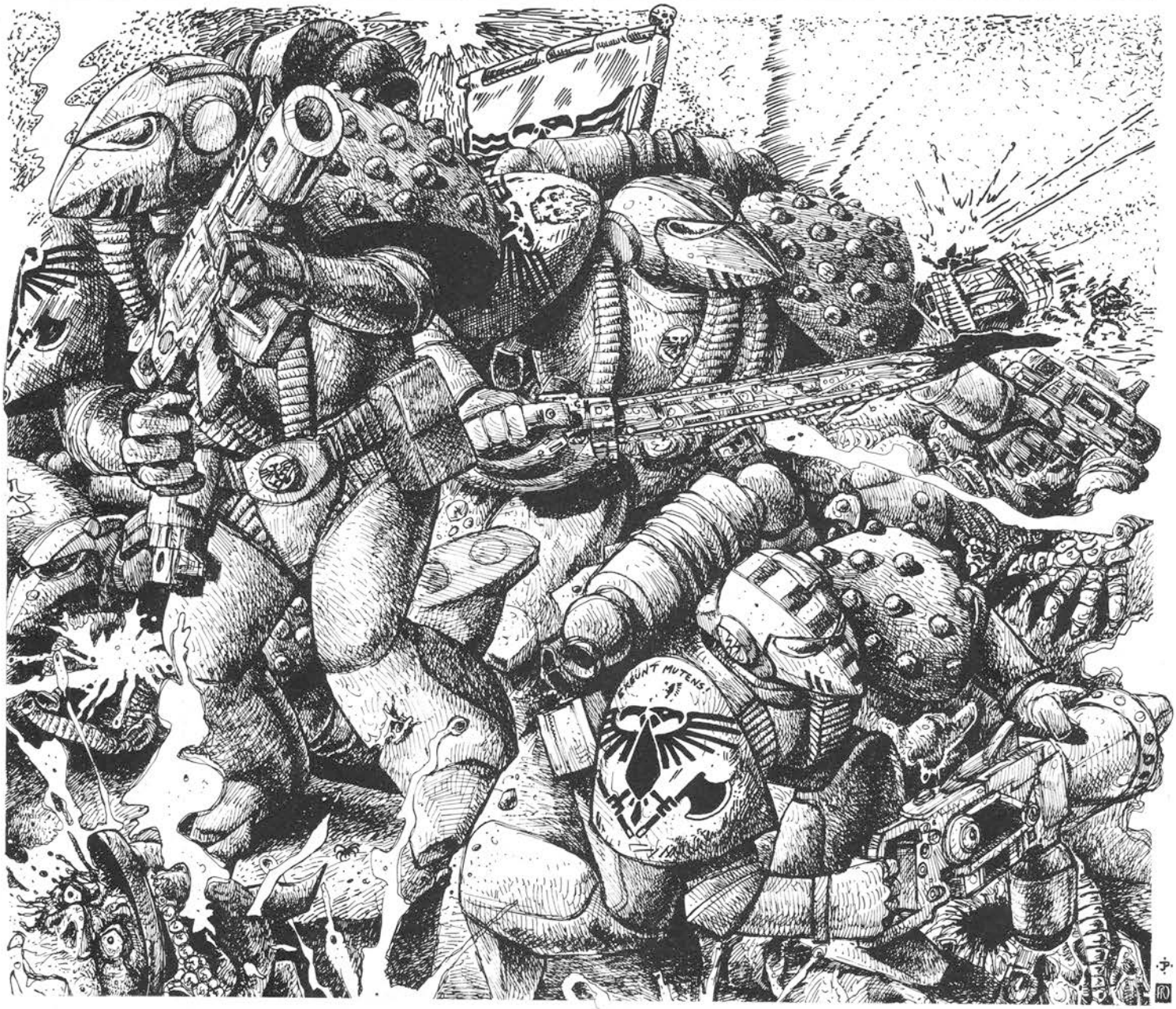
SERGEANT: LASPISTOL, CHAINSWORD, CRACK GRENADES
8 TROOPERS: LASGUN
1 TROOPER: FLAMER

OPTIONAL UPGRADES:

None

0-2000 POINTS OF SPACE MARINES

The Ordo Malleus can call upon the Legiones Astartes for support. An Ordo Malleus army may contain up to 2000 points of Space Marines chosen from the Codex Imperialis. These may be personalities or squads, provided the normal restrictions given in the Space Marines army list are observed.



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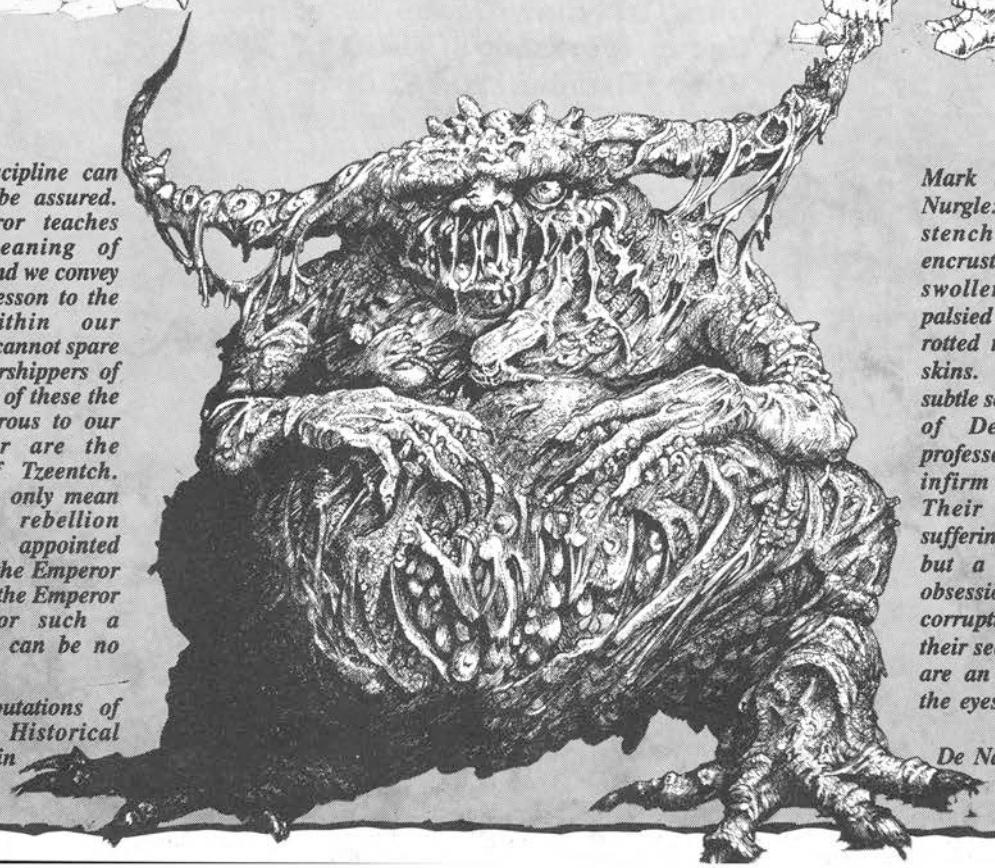

Only in discipline can the future be assured. The Emperor teaches us the meaning of discipline, and we convey that same lesson to the worlds within our charge. We cannot spare the foul worshippers of Chaos. And of these the most dangerous to our good order are the servants of Tzeentch. Change can only mean heretical rebellion against the appointed deputies of the Emperor and against the Emperor himself. For such a crime there can be no mitigation.

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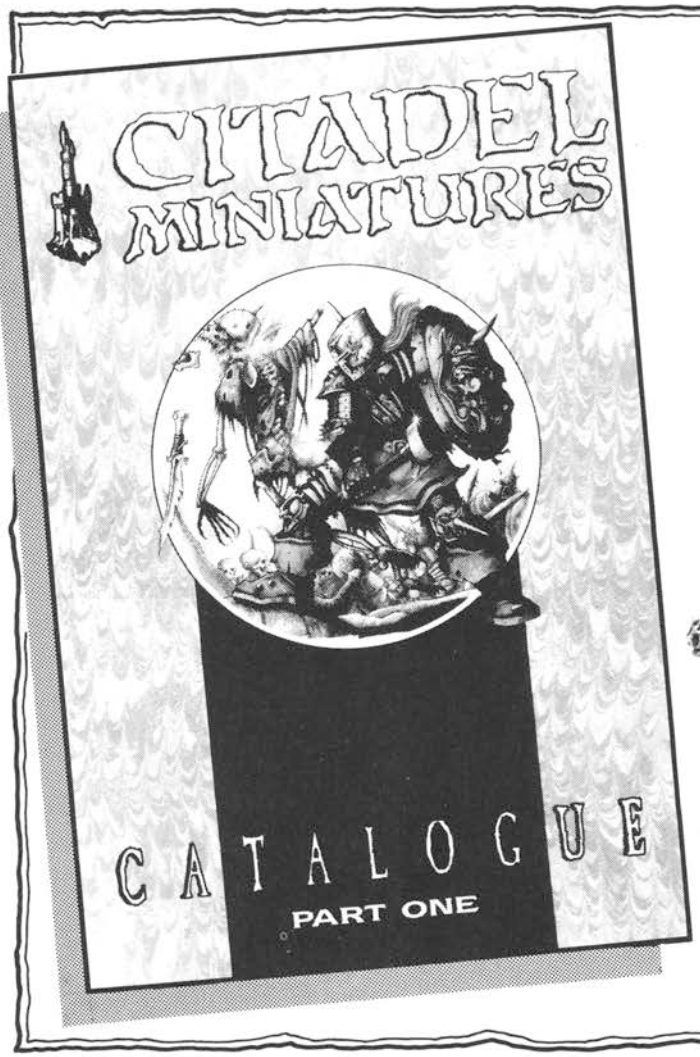
De Natura Chaotica



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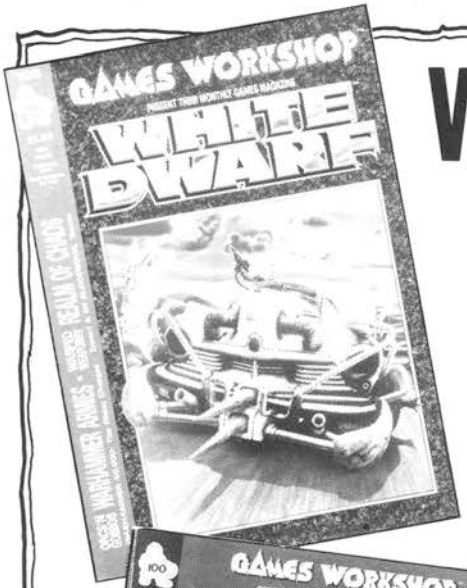

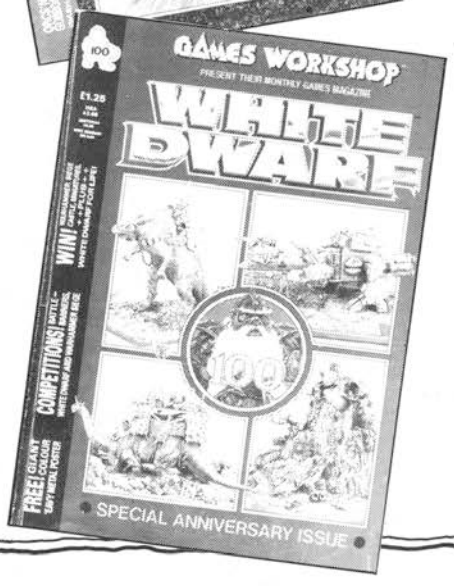

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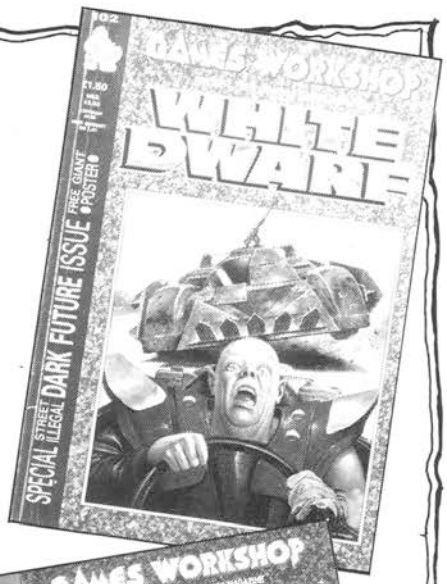

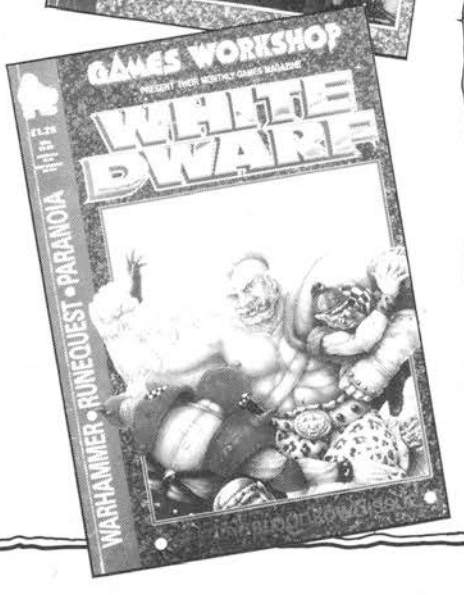

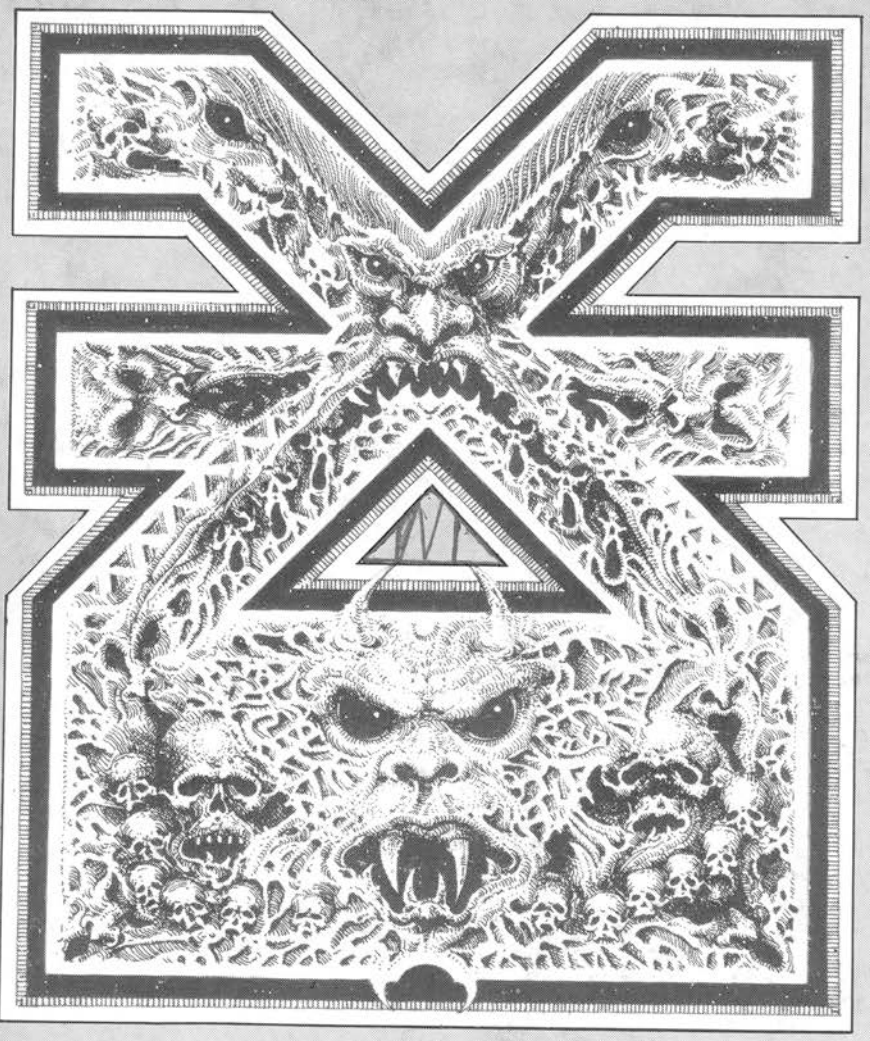

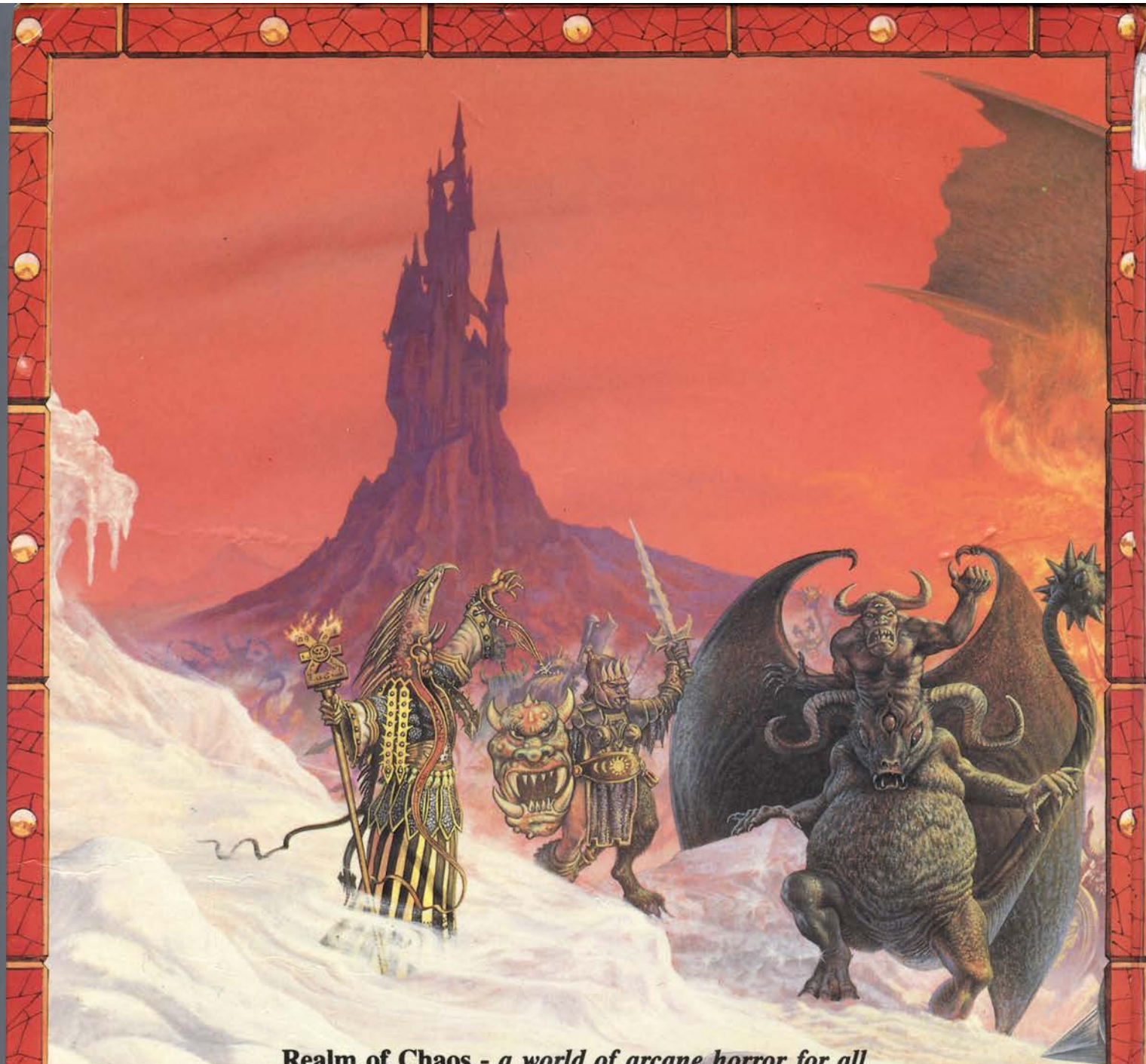

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